







The Cravers
7 BATTLESHIPS
23 CHARACTERS

The Amoebas
31 BATTLESHIPS
47 CHARACTERS

The Hissho
55 BATTLESHIPS
71 CHARACTERS

The Pilgrims
79 BATTLESHIPS
95 CHARACTERS

The Horatios
103 BATTLESHIPS
119 CHARACTERS

The Sophons
127 BATTLESHIPS
143 CHARACTERS

The United Empire
151 BATTLESHIPS
167 CHARACTERS

The Sowers
175 BATTLESHIPS
191 CHARACTERS

The Pirates
198 BATTLESHIPS

The Sheredyn
201 BATTLESHIPS

Thanks
208 THANKS, CREDITS
& TRIBUTES

About Amplitude

Amplitude Studios was the brainchild of Mathieu Girard and Romain de Waubert. Veterans of the video game industry, they represent almost 15 years of experience in game production. They were key team members on games such as Battlefield 1942, F1 Racing Championship, Dark Messiah, Ghost Recon Advanced Warfighter PC, Call of Juarez Bound in Blood, RUSE, Might & Magic Clash of Heroes, and Heroes of Might and Magic VI.

Passionate about strategy gaming, they created Amplitude Studios in January 2011 to develop deep and rich games for PC and Mac. Their first project, Endless Space, was launched at the inception of the company, when they pulled together a team of experienced veterans and promising young talents.

In parallel with the production of its first game, Amplitude Studios introduced an innovative community program called GAMES2GETHER, which allowed players to actively participate in the development of Endless Space. Through forum discussions and polls and also through an online voting system, the community has been involved in the development of the game.

Creating Amplitude Studios and Endless Space was a dream, a dream that came to life thanks to a lot of efforts, friends, talented game developers, and a rock-solid community that shares our passion. Endless Space started as a blank sheet of paper on the table of a restaurant that quickly filled with all the crazy ideas we had nurtured over years of creating and playing games.

Creating something new and cool is always both thrilling and stressful, as the end result is not always guaranteed. We're all very proud of what we have achieved with Endless Space, and this is just a beginning!



Mathieu Girard
CEO / Président



Romain de Waubert de Genlis
COO / Creative Director



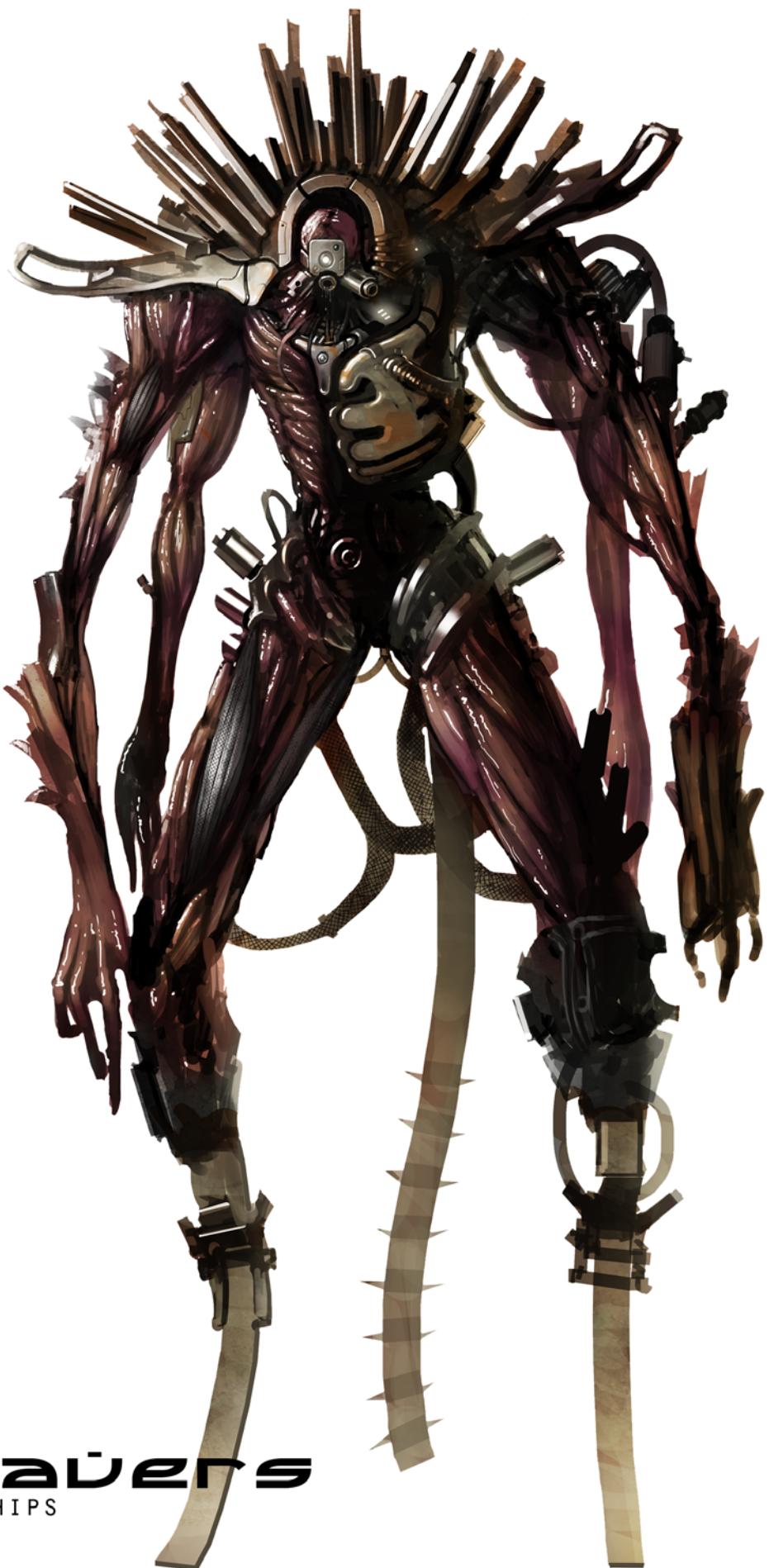
In spite of their mechanical appearance, the Cravers are in fact biological entities who were similar to our predatory *Meganeura* genus of insects.

Supported by the extremely oxygen-rich atmosphere of their home world, they grew to be as large as 1m50 even with their primitive tracheal circulatory system. Until they were discovered by the Virtual Endless, they lived the normal existence of any other predator, feeding on large insects, rodents, and amphibia of their home planet.

The Virtual Endless changed all that. They took a number of specimens and samples off-planet to their labs, subjecting them to decades of DNA-altering experimentation. The goal of the Virtuals was to improve the Cravers' circulation in order to permit increased activity over an extended period, to give them enhanced abilities for manipulating tools and weapons, and to permit them a degree of independent thought and consciousness.

The end result of this extended scientific effort -- that amounted to biological slavery and chromosomal torture -- was all that the Virtuals wanted and more. The Cravers were so successful that many of the labs working on the creatures were destroyed by them; in the early years of the Dust Wars the Craves were dropped to Concrete planets as pupae for the simple reason that their adult forms were utterly uncontrollable.

The result was the Cravers as the galaxy knows and fears them.



The Cravers

CHARACTERS AND SPACESHIPS

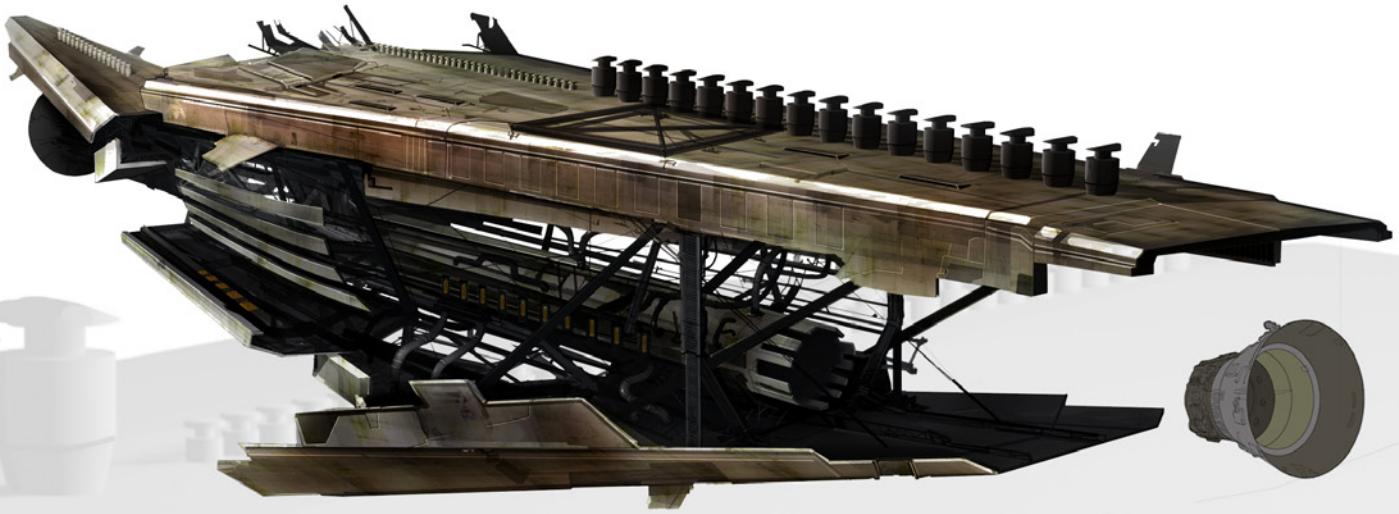
Cravers
RESEARCH/DESIGNS/MODELS
Battleships





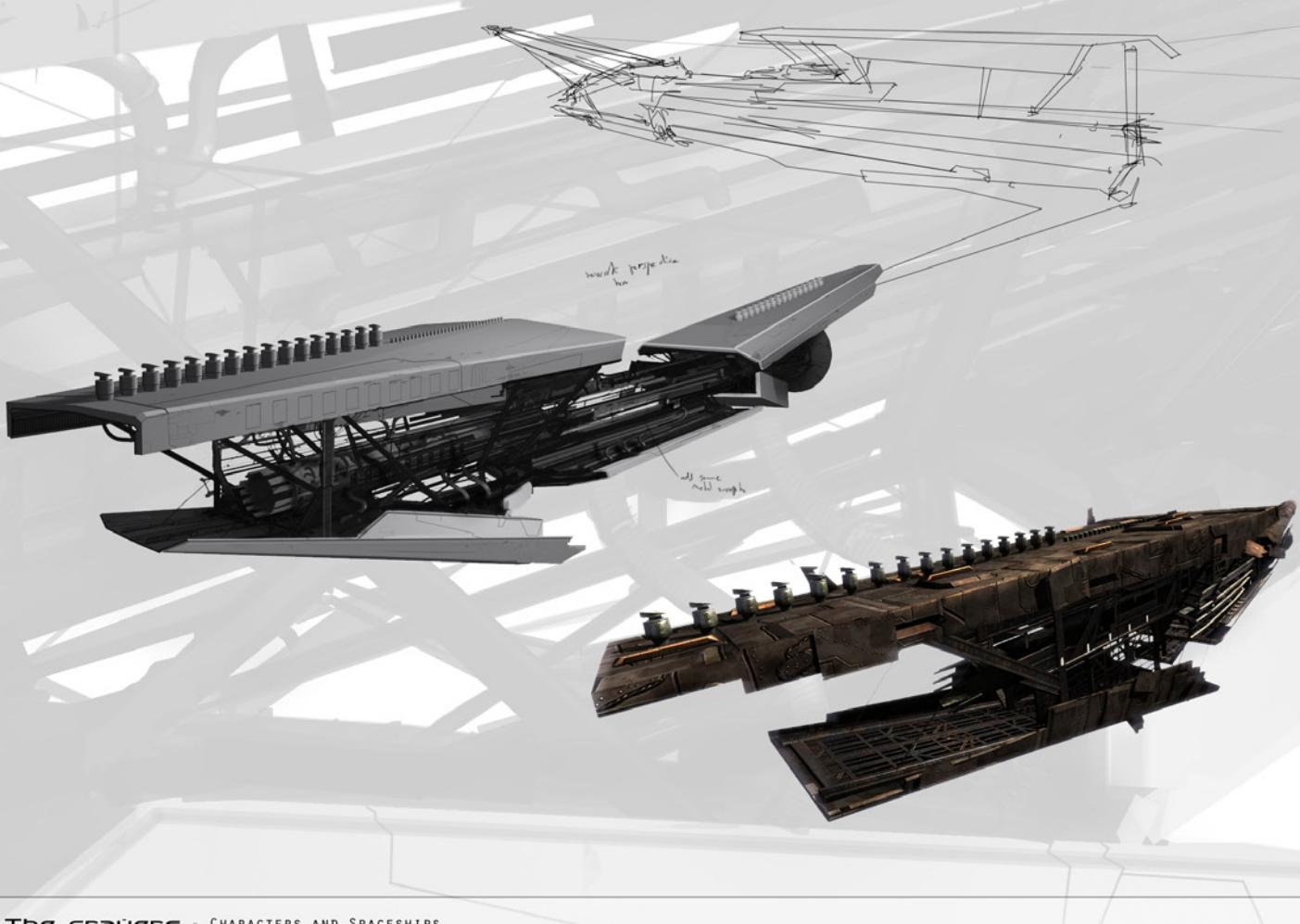
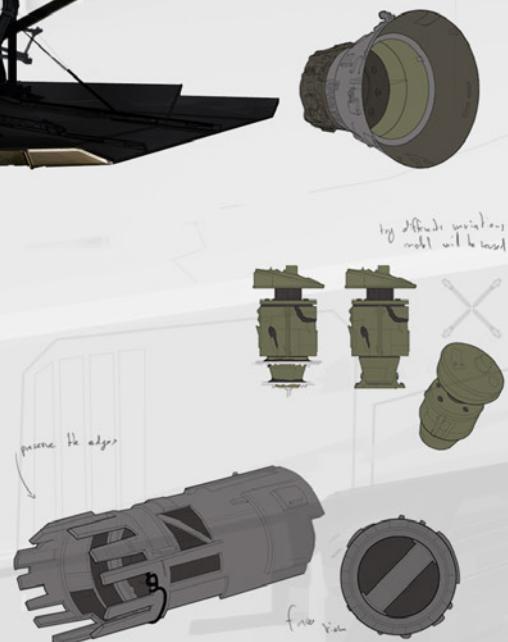


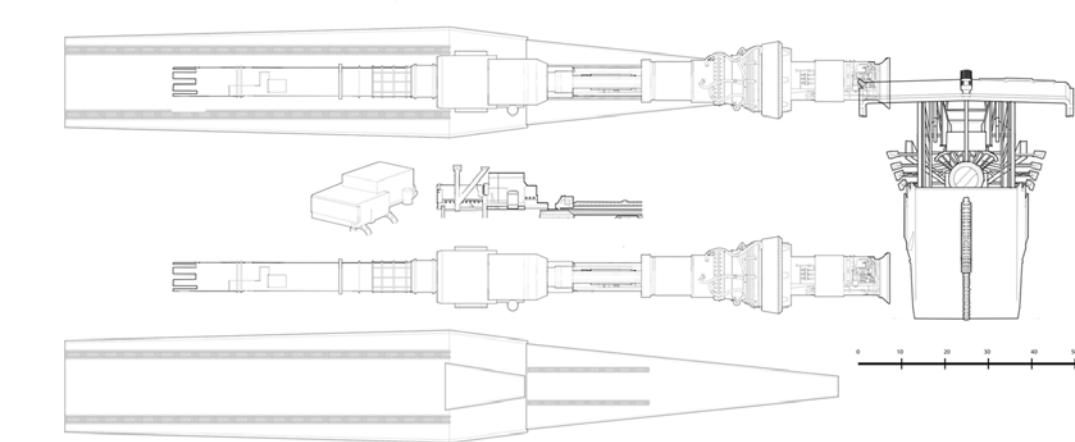
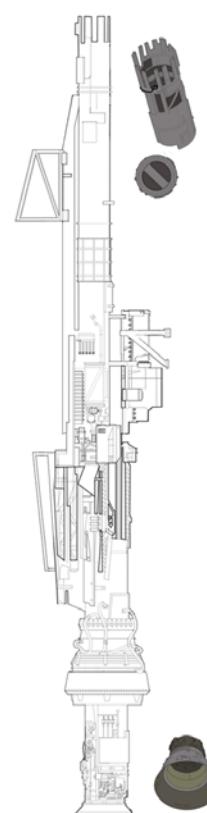
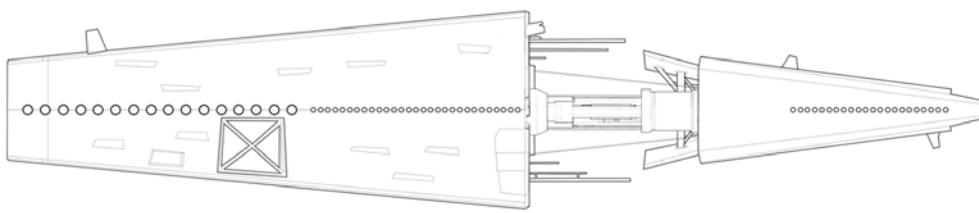
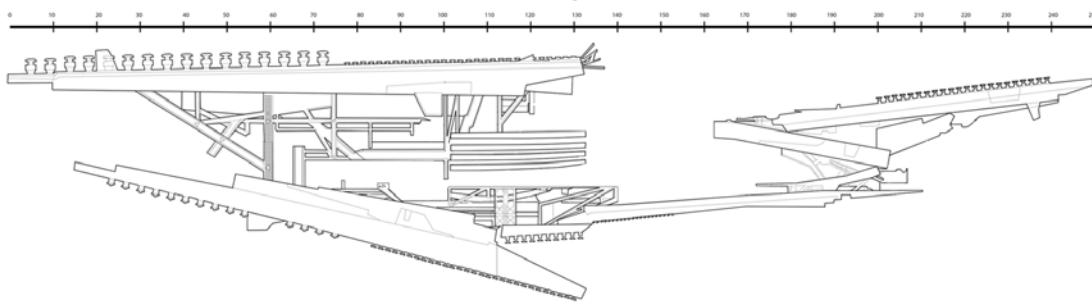
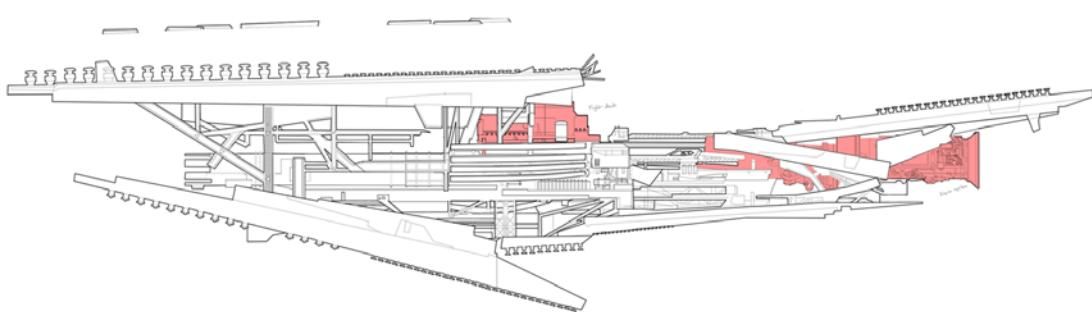
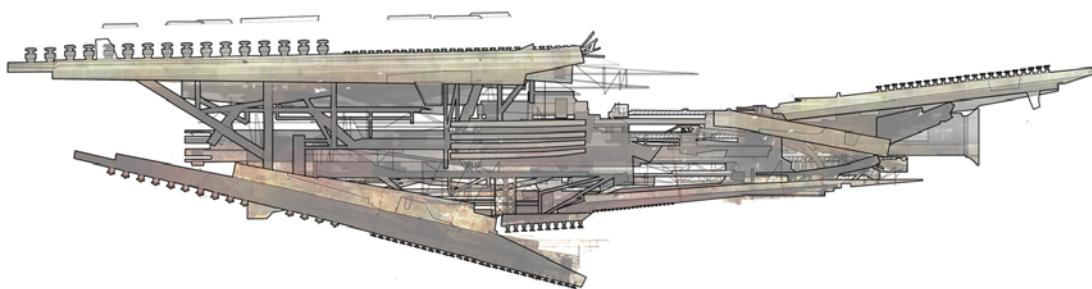
■ A Craver fleet breaking a blockade over Xiu III

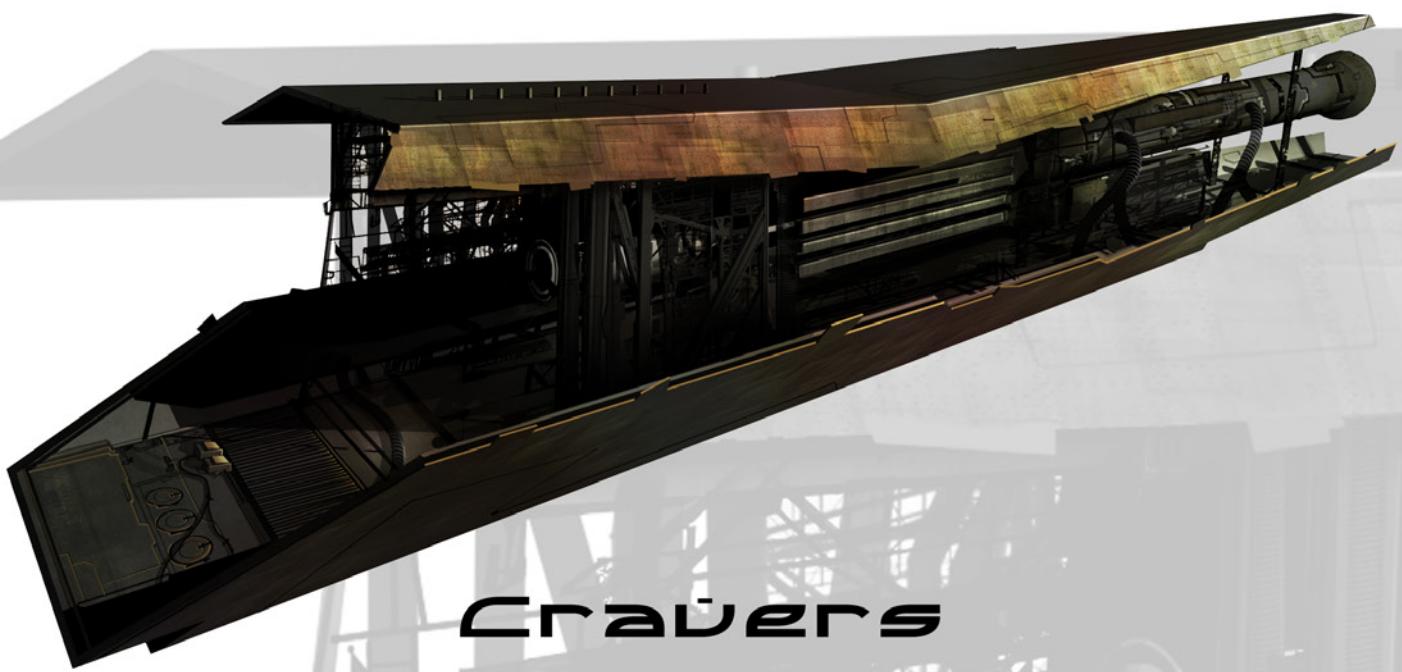


Cravers Raider

An important task for any hive-based life form is scouting. Adapted from exploration ship blueprints taken from a (now extinct) scientific species that the Cravers discovered, the Raider platform is ideal for the scouting role. As the Craver long-range sensor modules are mass-produced to fit this hull, it is the ideal ship for executing exploration missions. The innovative ship from which this was copied also had excellent engine and maintenance system architectures, and the Raider also benefits from these.

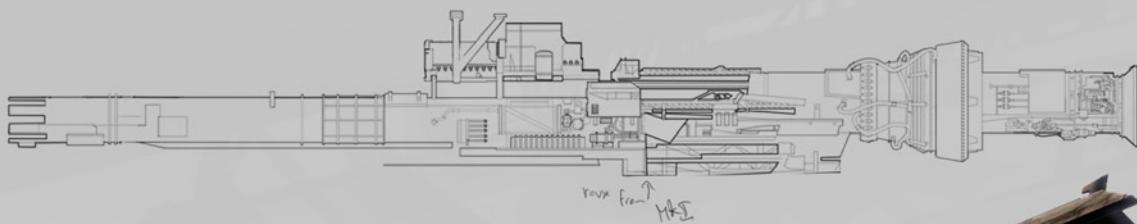


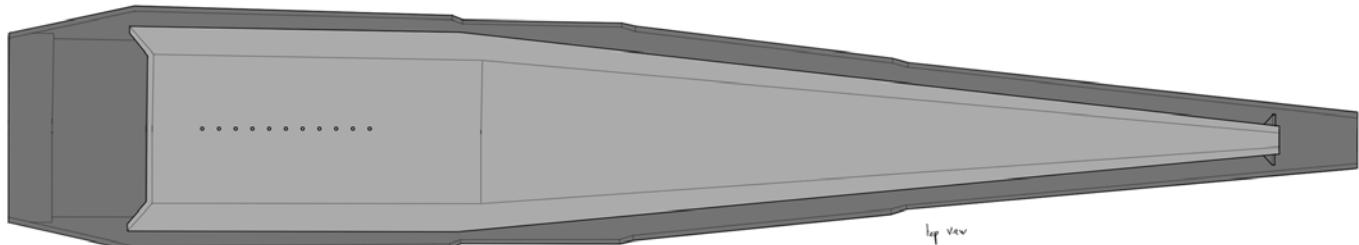
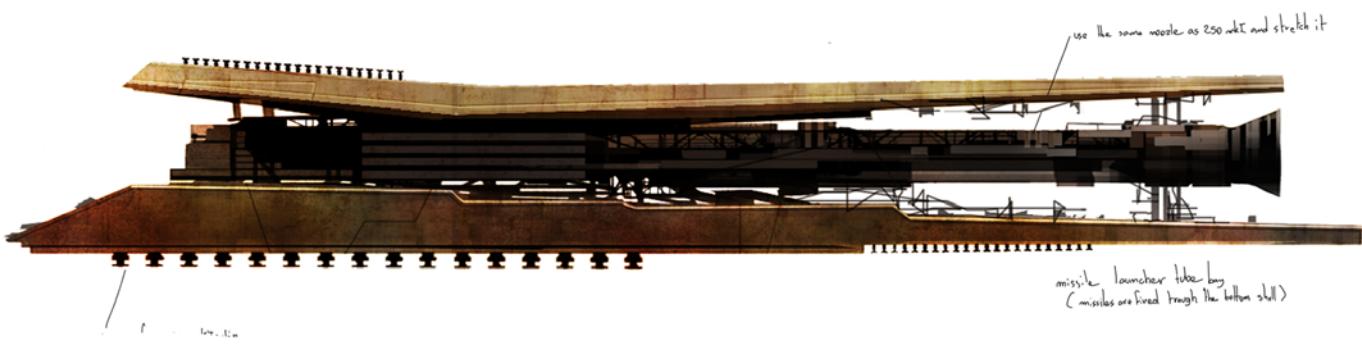




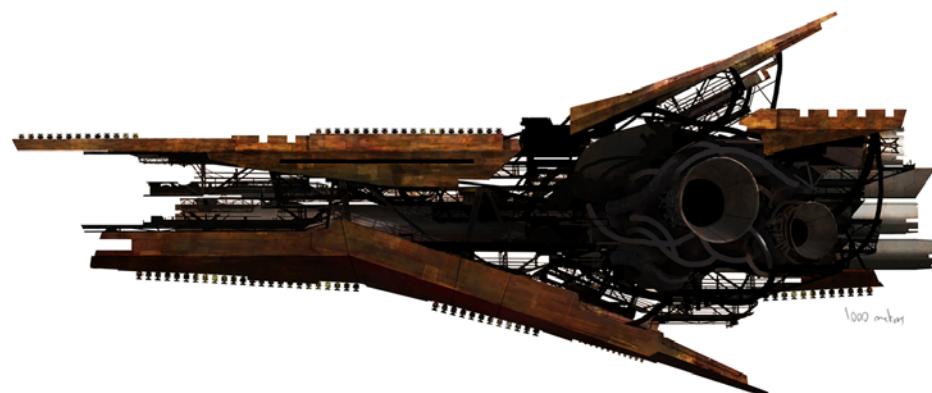
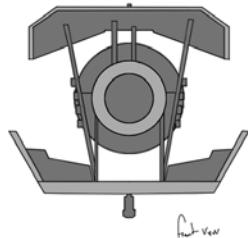
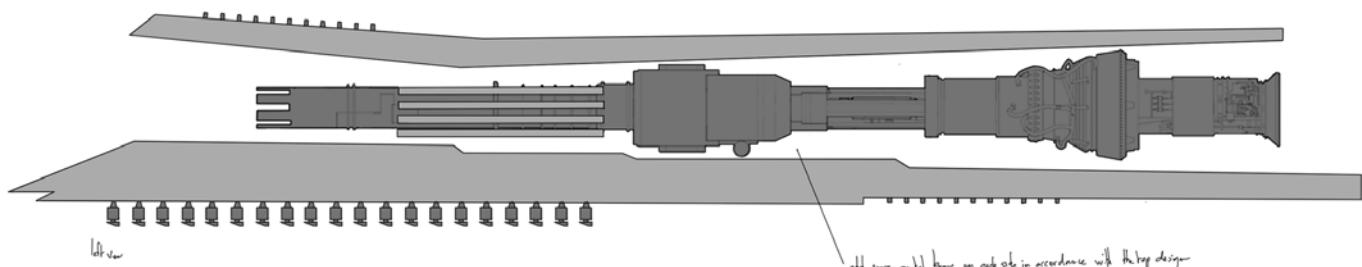
Cravers Marauder

A standard, worker-bee 250m vessel, the Marauder plays a role in Craver fleets similar to the role of the forager in pre-Endless Craver nests. Small, rapid, lightly armed and armored, the Raider's job is to primarily to act as light troops, projecting the hive's area of influence. With most of the ship's interior removed to maximize weapon and armor space, the Marauder fulfills its role effectively. As with any social insect, the Raider crew will fling itself into battle regardless of the odds should the needs of the hive require that it do so.

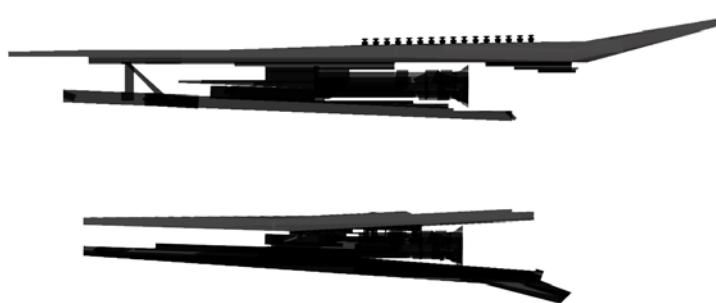




Place the following weapons randomly:
 - Laser over the metal beams, into the shell
 - AA gun over the shell
 Make sure to put it all over the structure



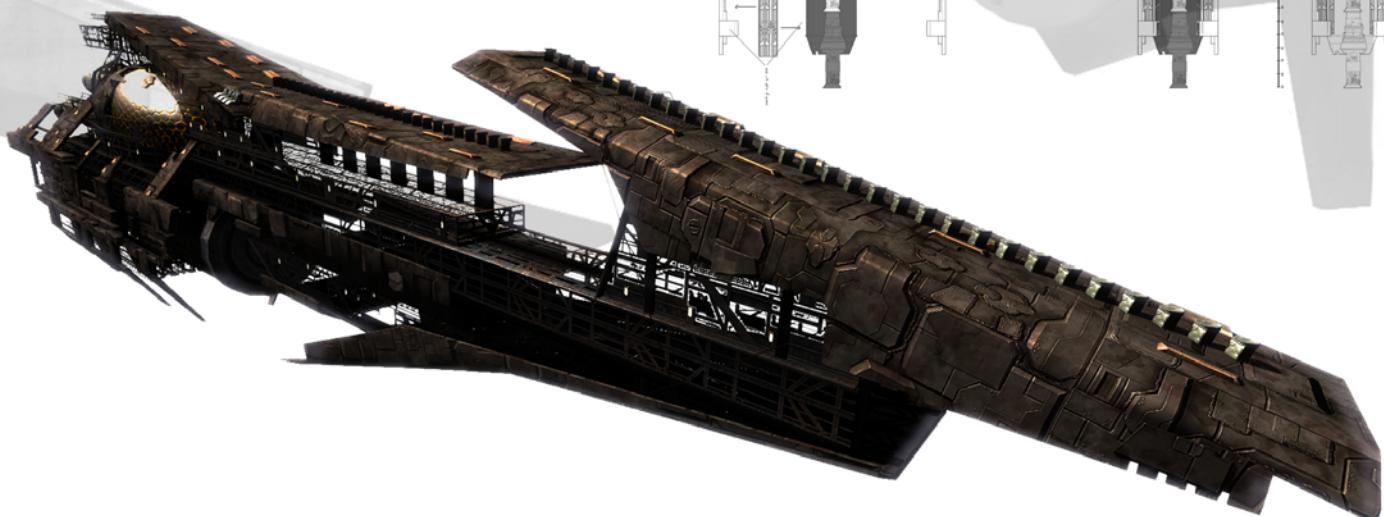
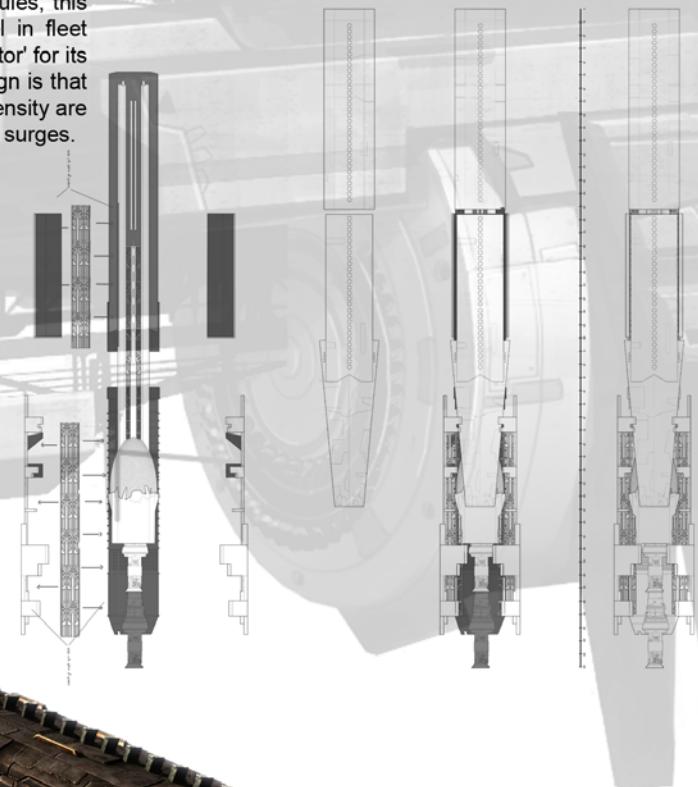
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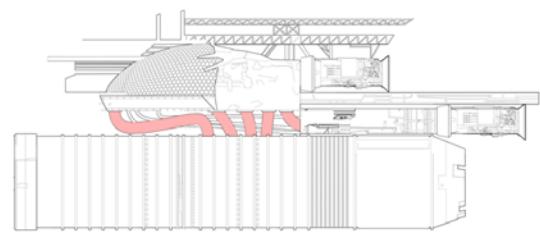
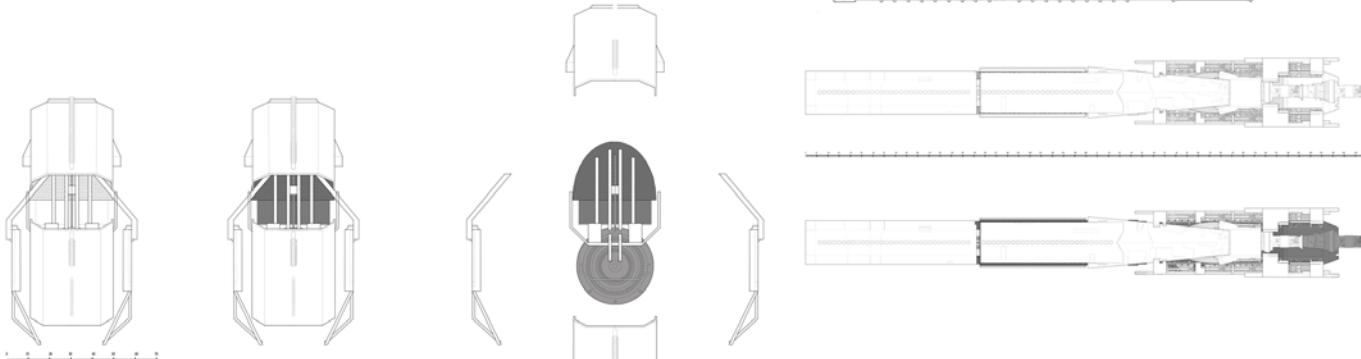
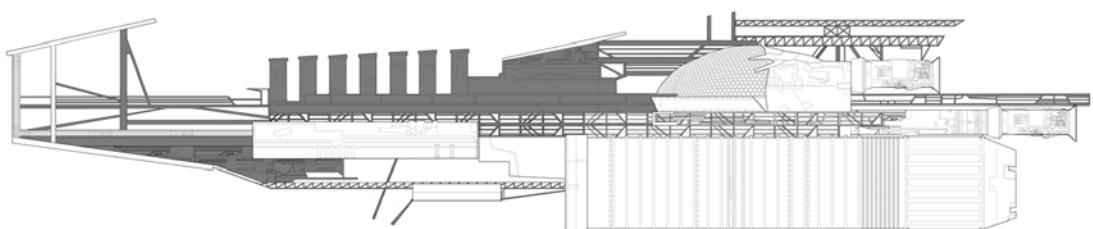
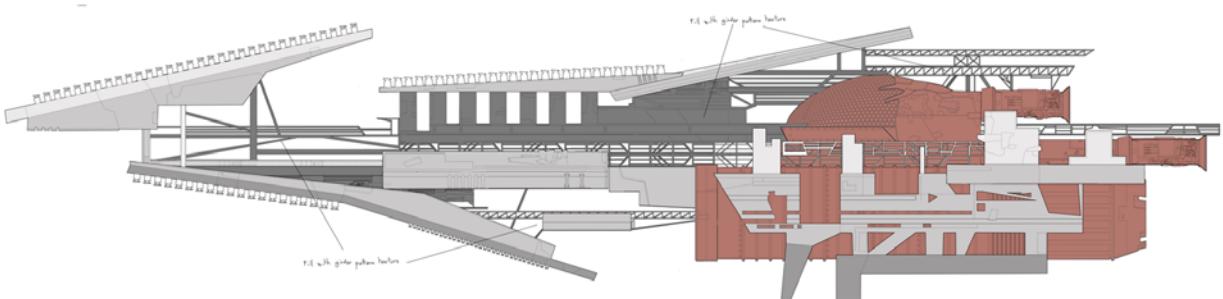
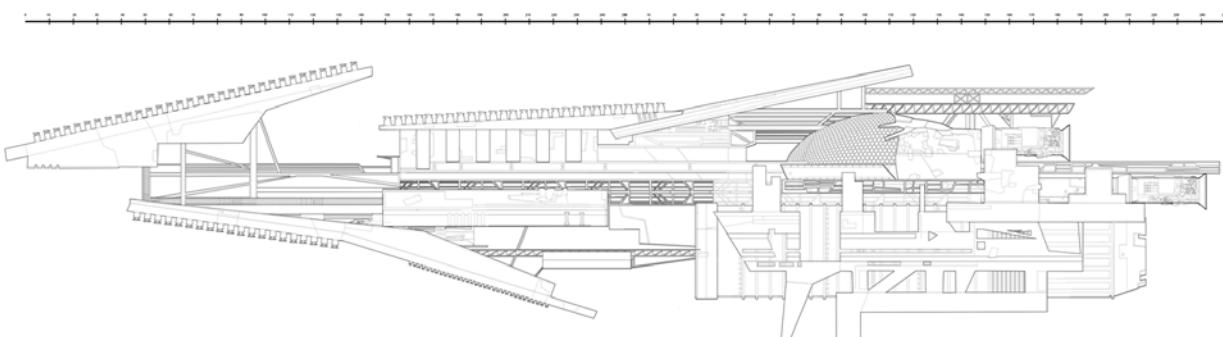
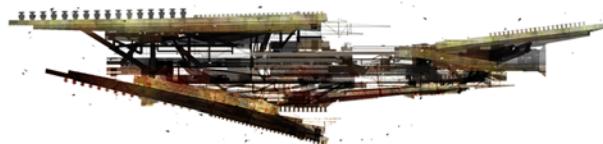


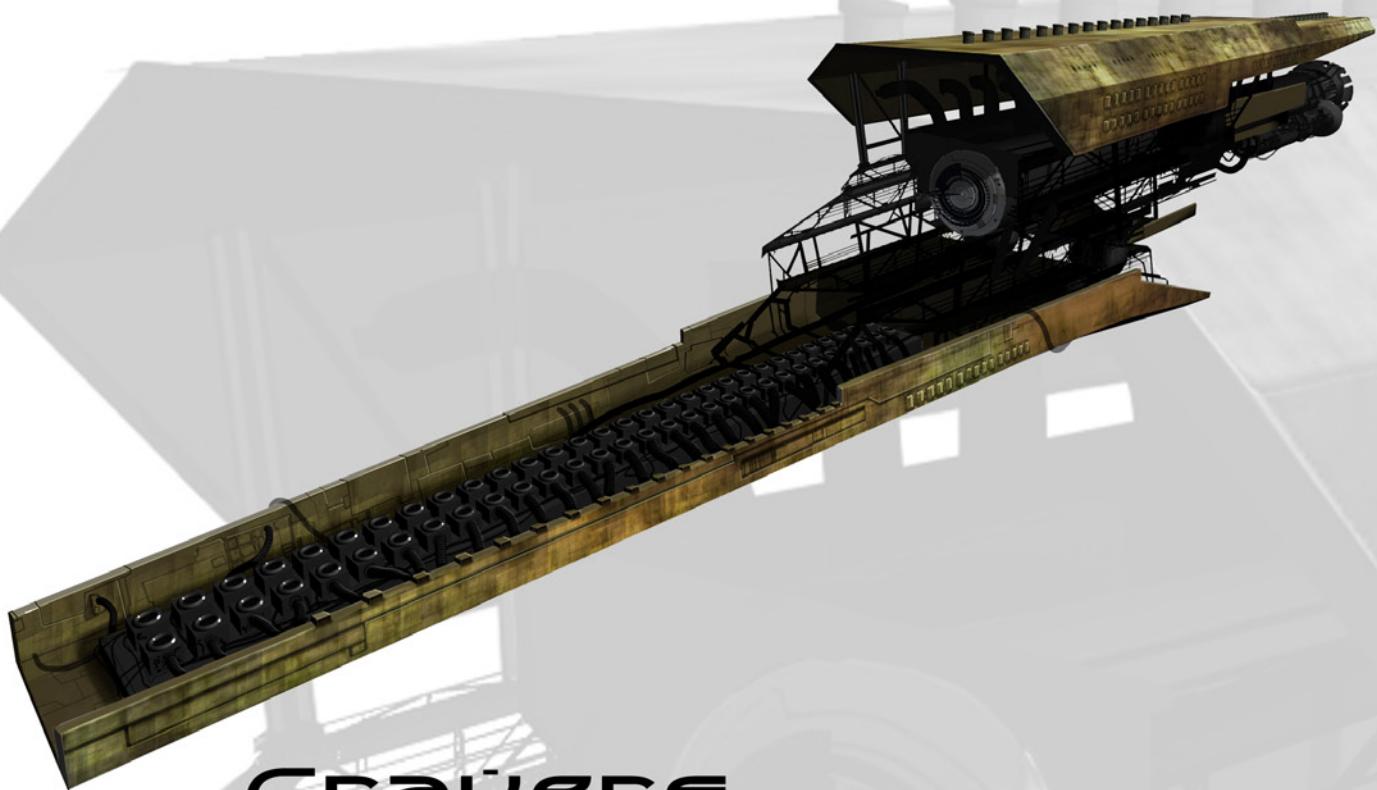


Cravers Predator

Designed with a hull that favors armor, invasion, and power modules, this platform can play many different roles though it tends to excel in fleet defense and planetary invasion. The Cravers refer to it as a 'predator' for its excellence in the latter role. An unfortunate side effect of the design is that Titanium-70 is required for its construction, as metals of unusual density are needed for armor improvements and to contain the engines' power surges.



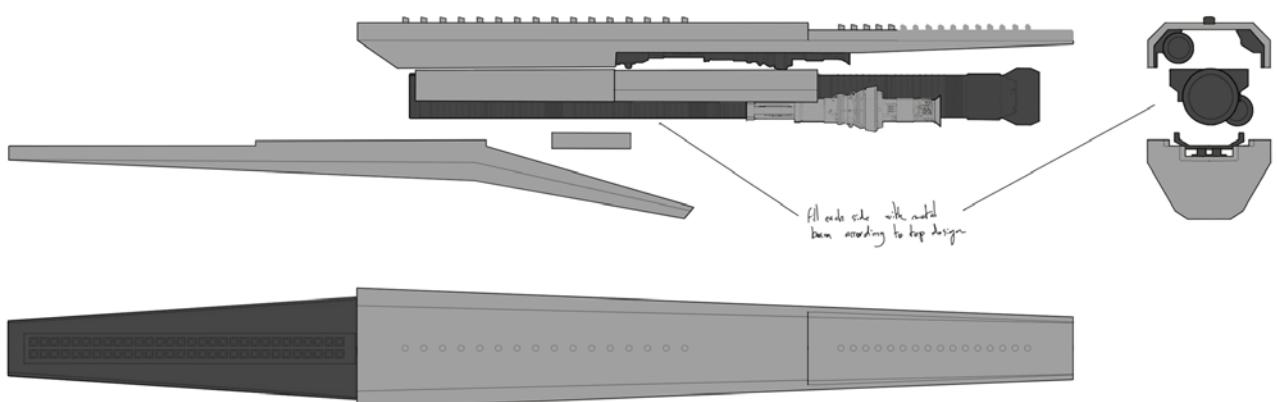
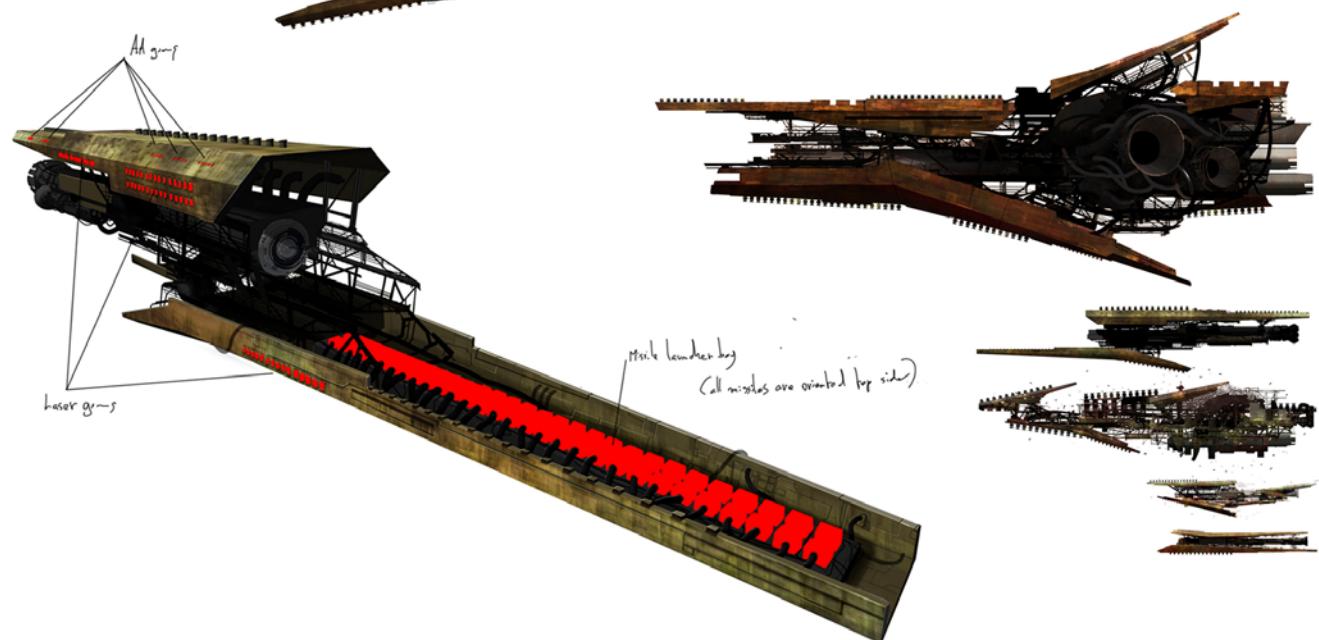
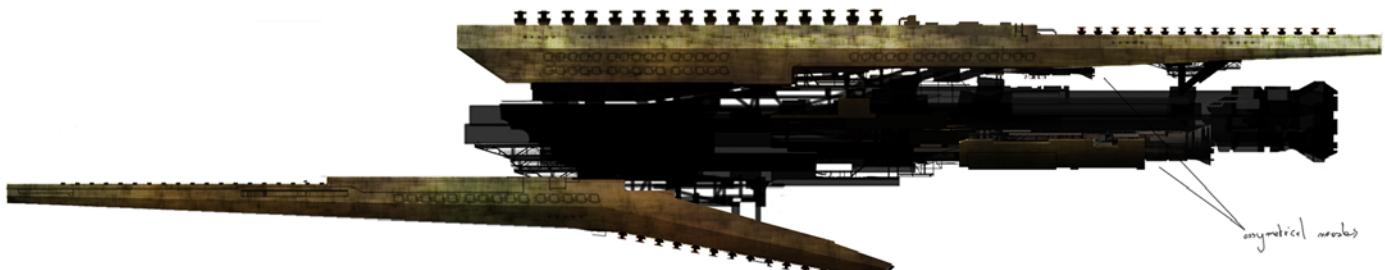




Cravers Reaper

This ship is unique in that it earned its nickname from other species, rather than being named by the Cravers themselves. Though it was designed primarily as a defensive unit to protect key systems and block chokepoints, the long, blade-like projection on the front of the vessel was reminiscent of the antiquated farming implement. A group of Sower colonists who managed to escape intact from a Craver invasion were the first to give it this grim label.



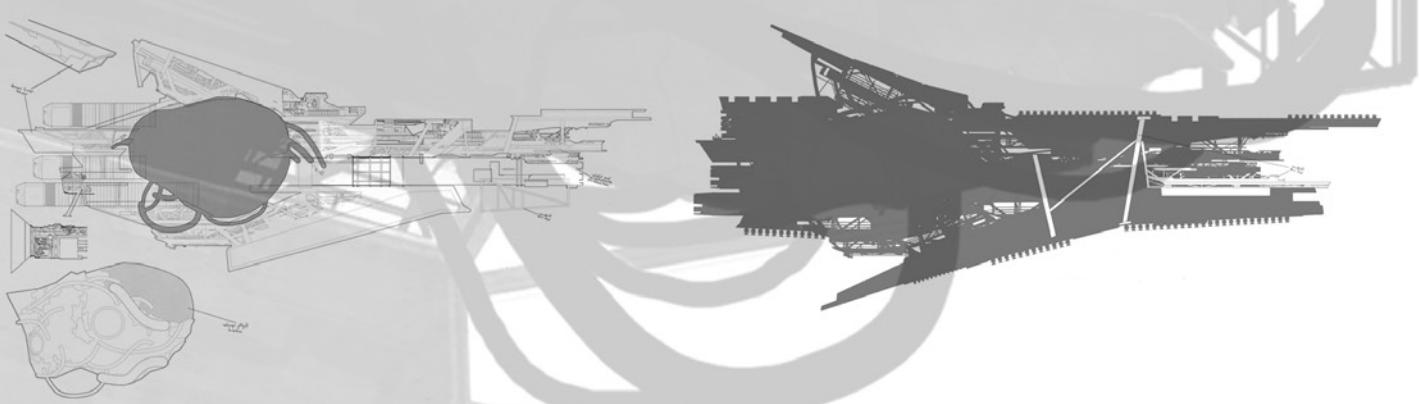


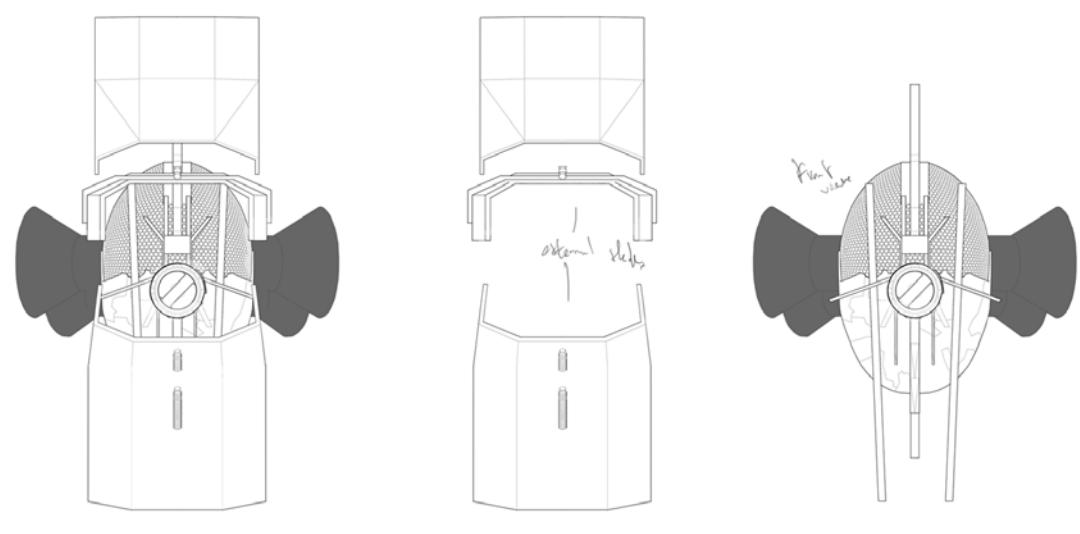
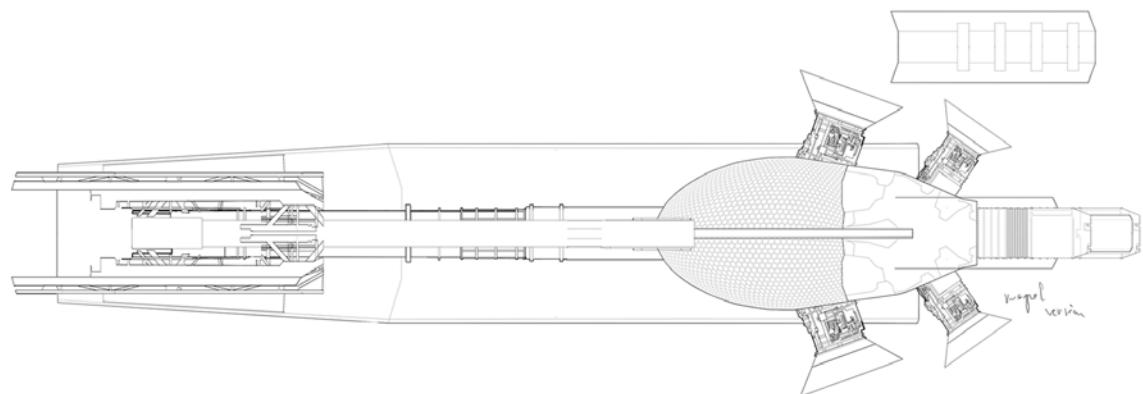
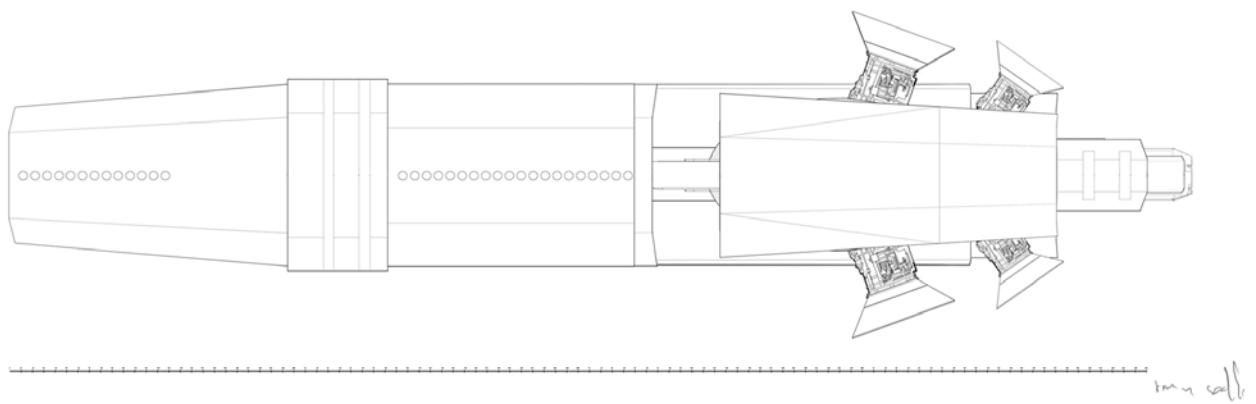
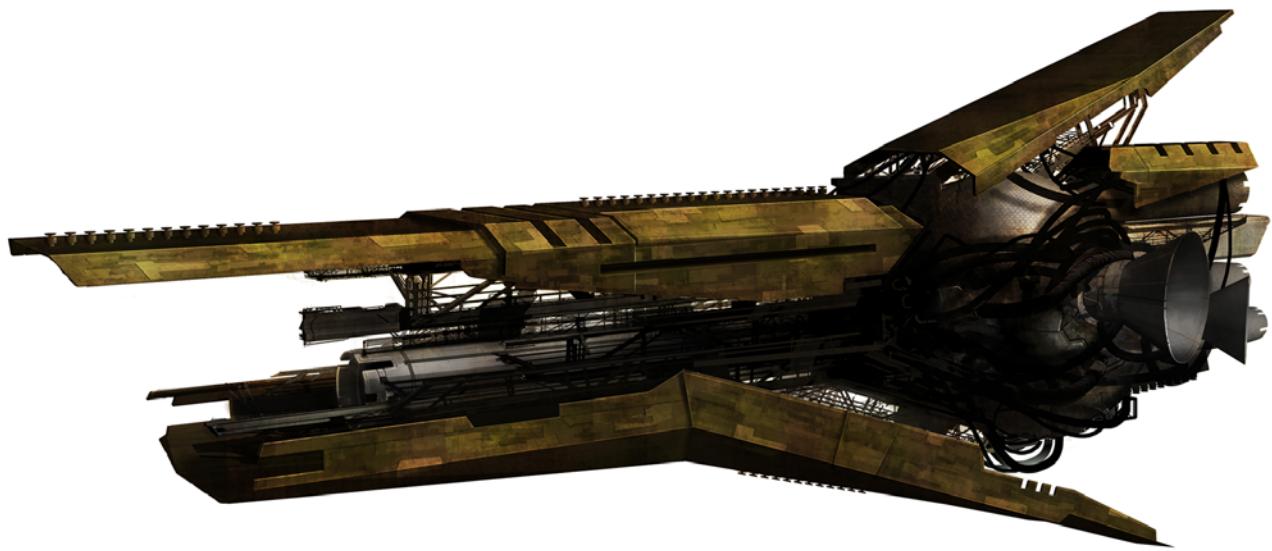


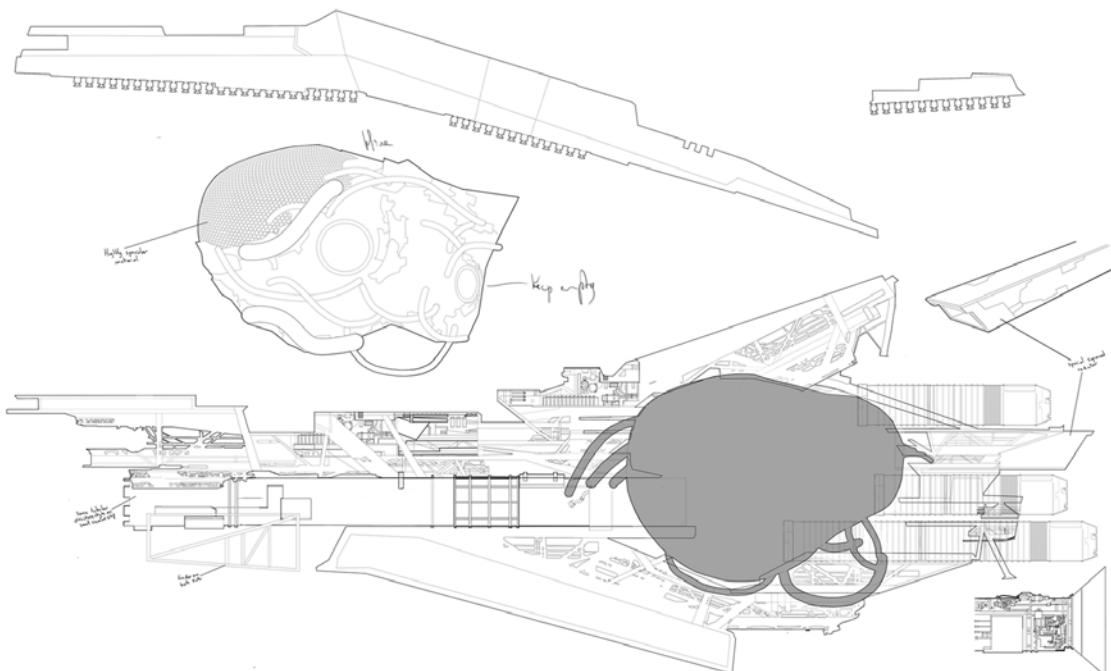
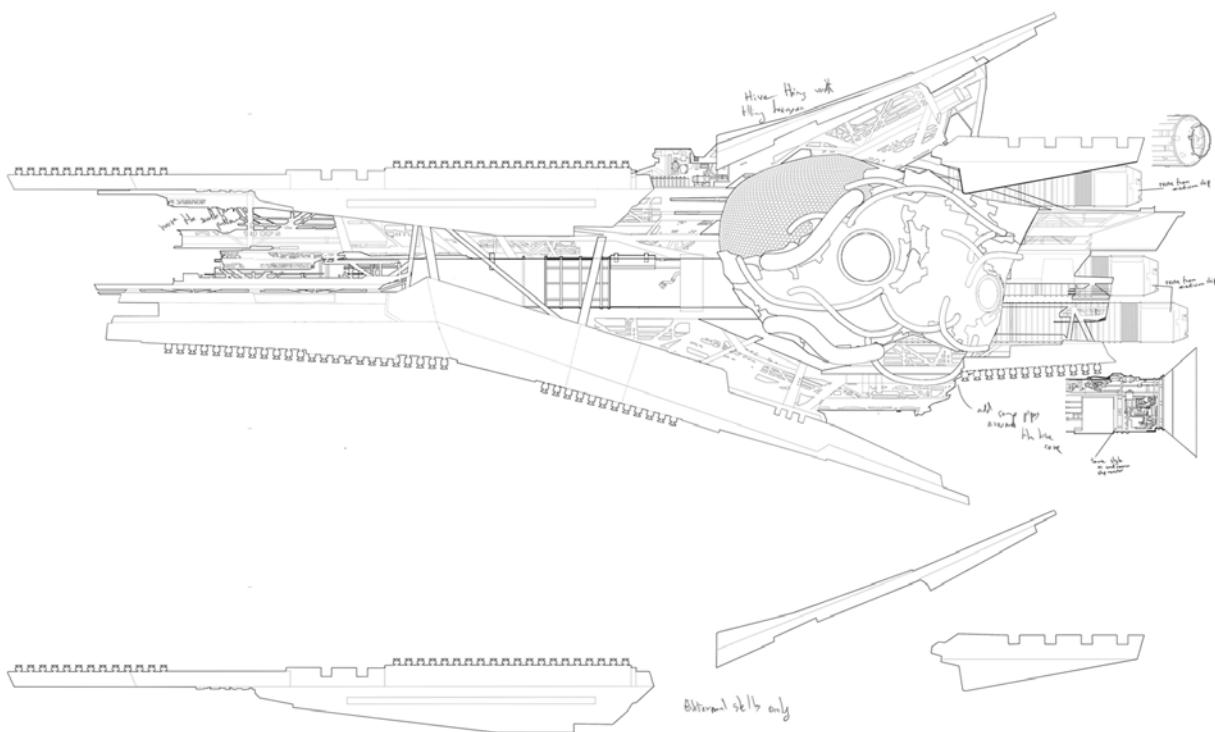
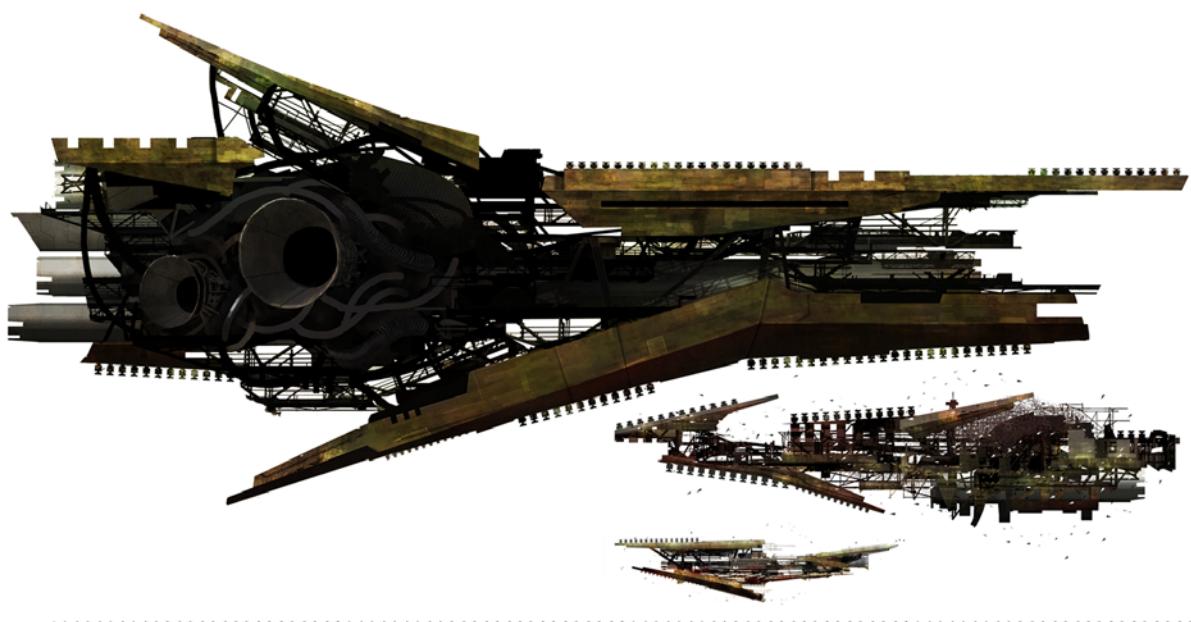


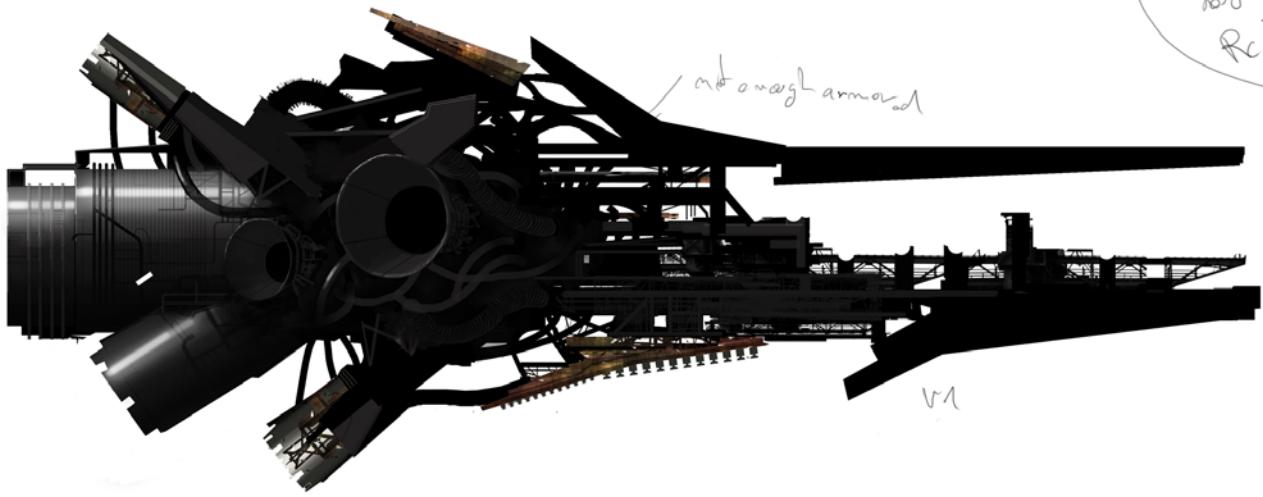
Cravers Annihilator

The backbone of a Craver fleet, Annihilators are dangerous to both the enemies and the crew. Their sheer size makes them formidable in whatever role they choose to play, and this importance is magnified by the fact that these are the only ships on which high-level 'bishop' Cravers can be found. Visually, the Annihilator has many large ports and exhausts. These are required to vent heat and highly radioactive waste as the Cravers power these ships with stolen engine technology that they have not perfectly mastered.



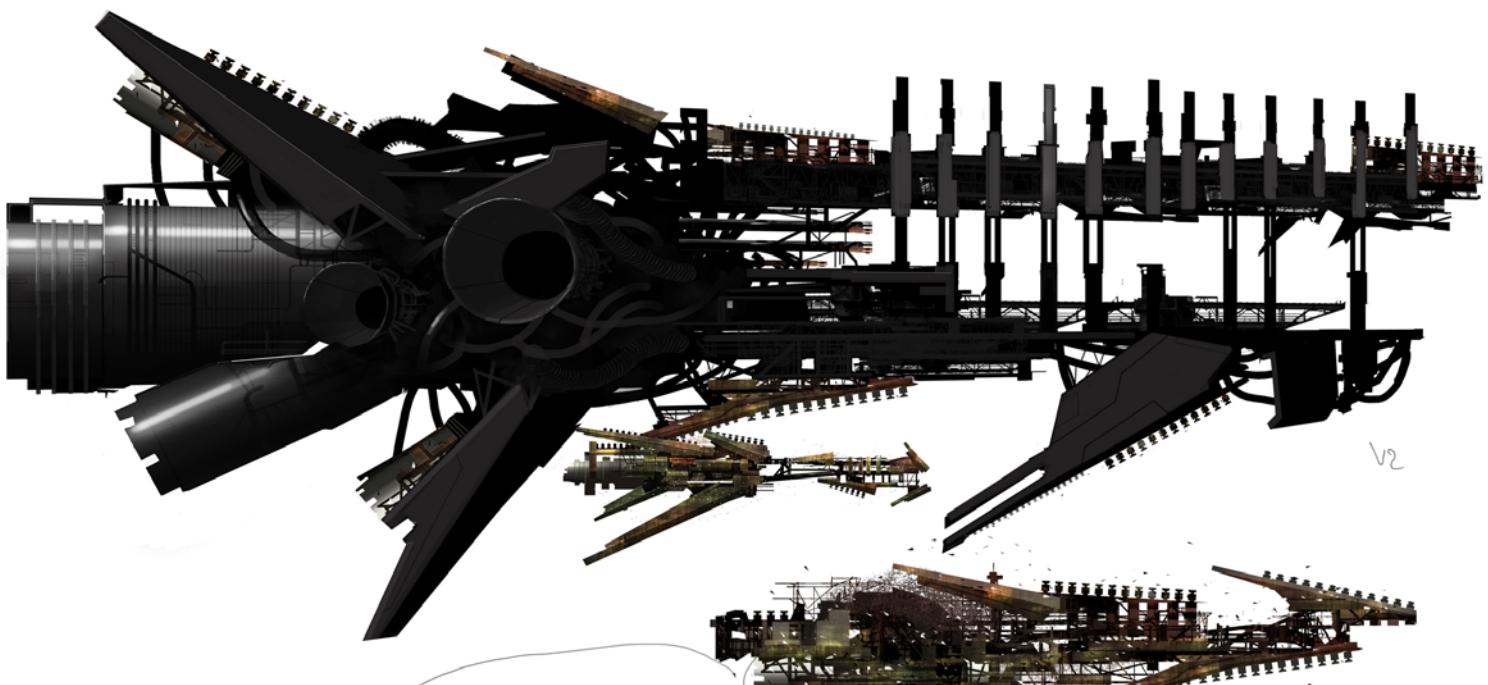






1000 m
design 2007
Tier III
RC
Bth: 160
Mars: 80
AA: 222

V1



Cravers RESEARCH/DESIGNS Characters



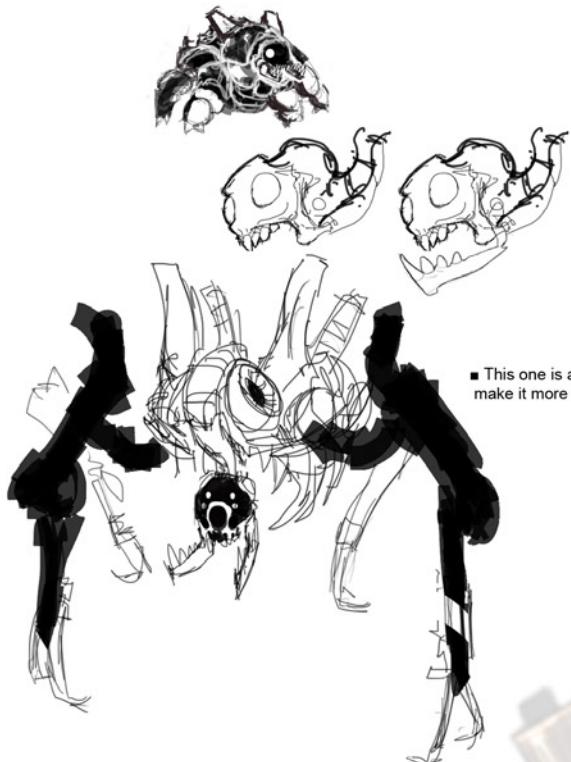




■A Craver drone squad hunting organic nutrients in the aftermath of a planetary invasion

Craver Hive Workers

These are a few of the hive worker concepts made at the very beginning of the project. Workers need more limbs than drones, and probably have more strength. A battle tank version would be a logical evolution of the base idea.



■ This one is an attempt to make it more insect-like.



Craver Drones

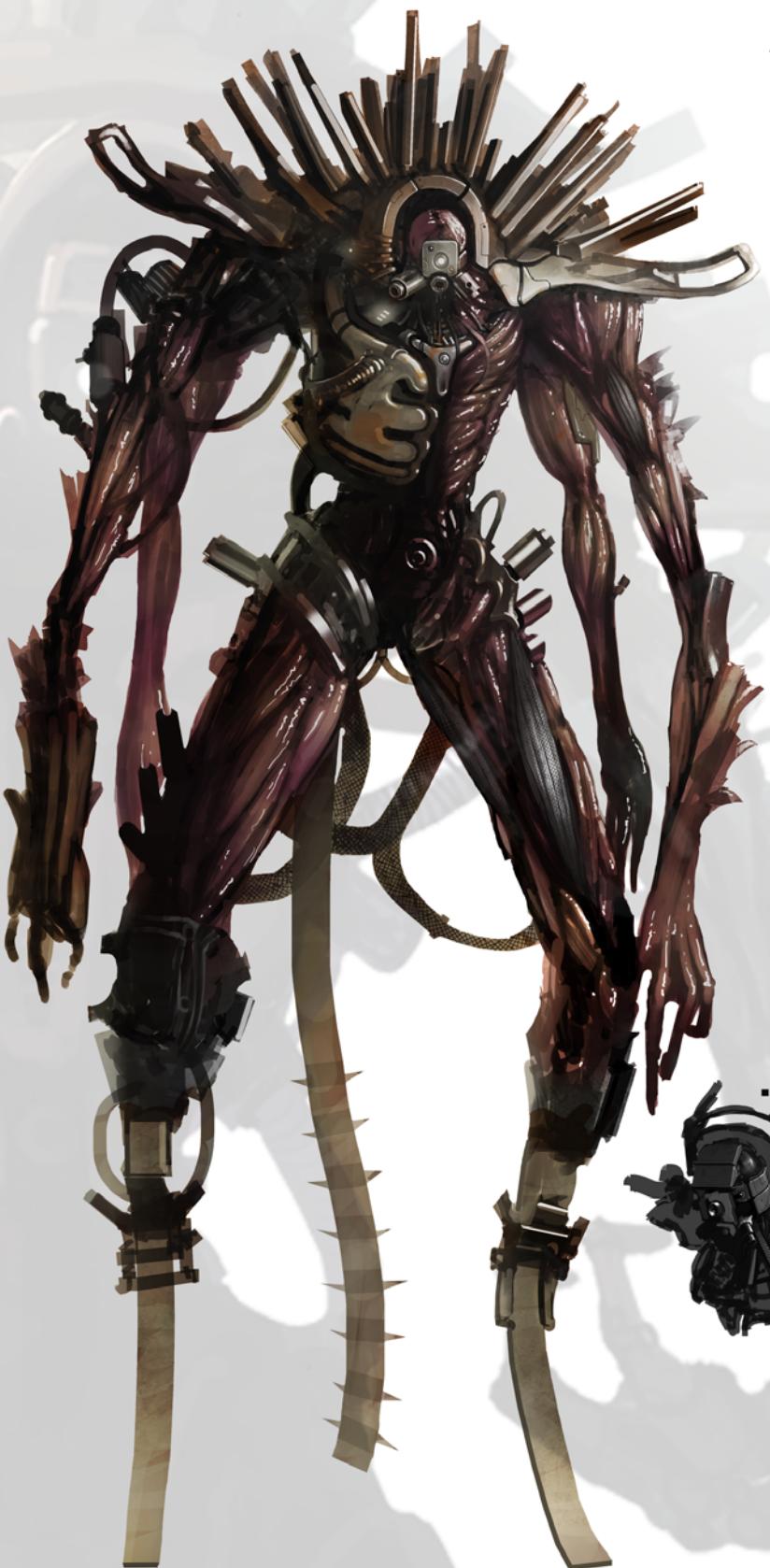
Drones fight to the death, and due to frequent injuries and repairs become more and more droid-like.

In fact, Craver drones don't care much about their physical integrity. If they survive a battle, they just cut off wounded limbs and attach new metal, cybernetic, or biological parts depending on what they have and what they can scavenge from dead (or live) enemies.

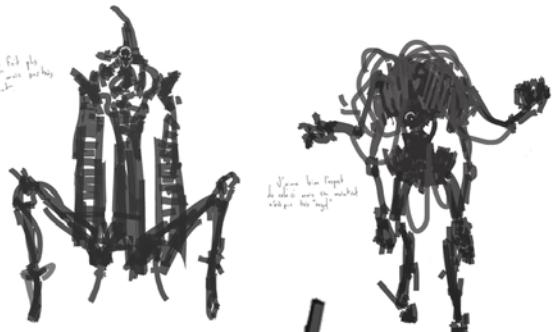
You can imagine a Craver base camp as a place with a lot of amputated limbs scattered on the ground, and injured Cravers lying beneath the scalpels and blowtorches of their medics.



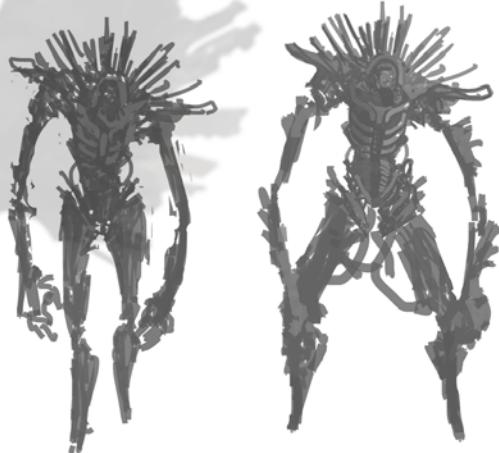
■ An evolution of the concept, the final version is more biologic.



■ First research for the Craver warlord

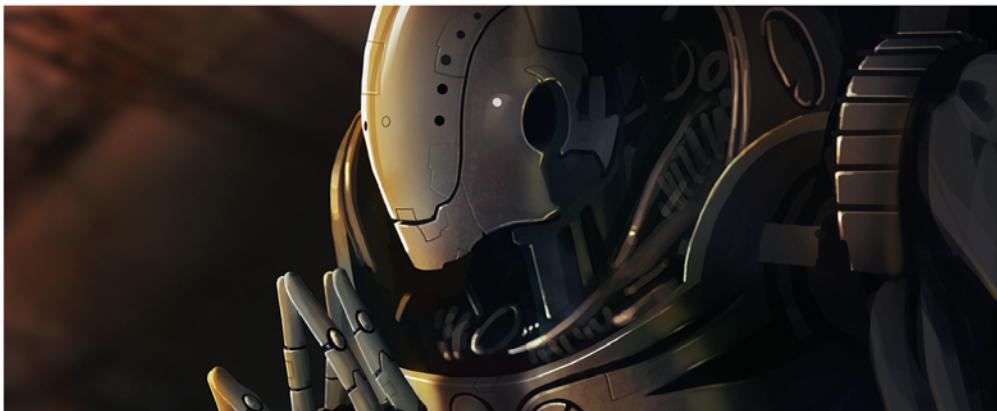


■ Details of the warlord head



Craver Warlord

This is the Craver's leader, who is in fact 3.5 meters tall. The spikes sticking from the backs of the Cravers are trophies snatched from enemy armor or ships (or weapons). The bigger the "backpack", the tougher the Craver is. The Craver above is a very skilled warlord, and didn't take many injuries due to its ability to kill before it was wounded. It removed its own legs and replaced them with prosthetics in order to make itself faster and able to jump higher. Its facemask and hybrid torso are the results of multiple injuries sustained during an encounter with large carnivores on a planet they were pacifying.



Idar

Restless

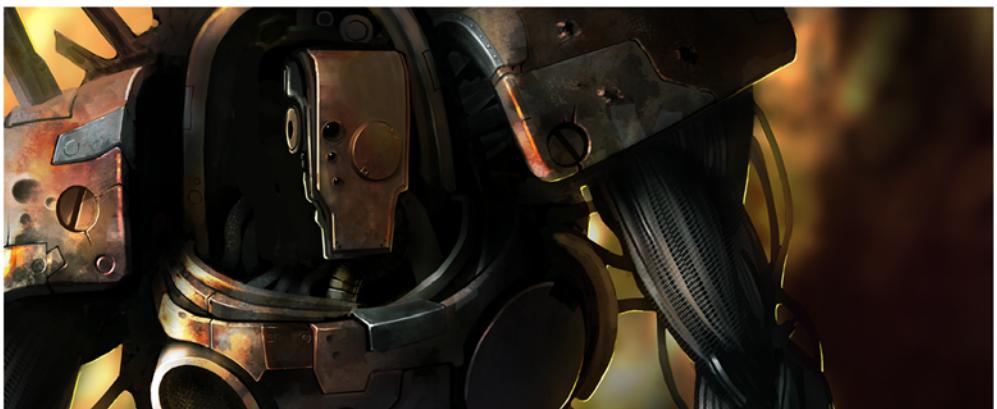
The only sane survivor from a Swarm raiding vessel that cracked open an Endless hulk, its phenomenal skills in construction and development have made it rich. Demand is high for its services, in spite of the occasional PTSD-driven breakdown from the experiences in the hulk. M

Over time, Restless has become one of the leading experts in the galaxy on industrial development.

Apolla Sundered

A ranking leader in the Swarm, Sundered attained the Bishop level and was capable of independent thought. An infiltration of dust led it to reject hive life and begin to study humanitarian philosophy, existentialism, determinism... For its heretical thinking it was driven from the hive, but soon found a berth on a trader and ended up in faction jail as a dangerous life form.

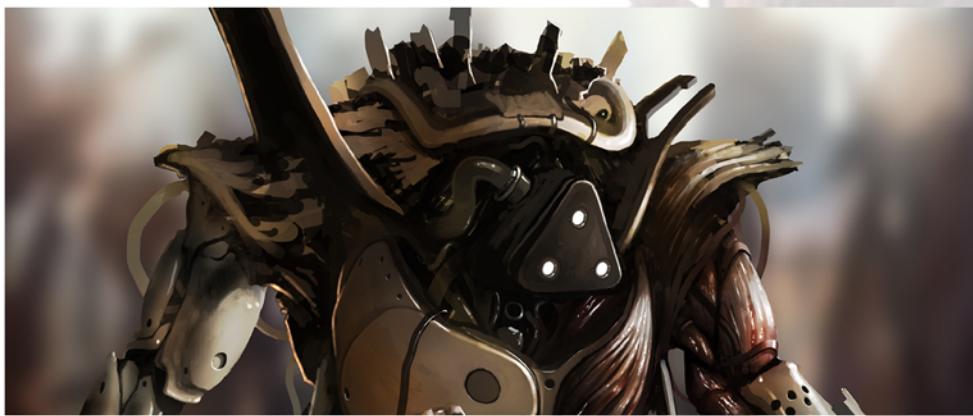
From there it was a quick step to the Academy.



Harvester

Prime

When a nanoplague almost wiped out his homeworld, Prime, through a combination of acumen, luck and research, managed to keep remnants of civilization alive long enough for help to arrive. Since then he has been a valued troubleshooter for the Cravers. More contemplative than the rest of his race, he is a creative thinker who enjoys strategic planning and carefully husbands his resources. Ultimately he has the same urges as the rest of his race, but keeps them better in check. Many of his people despise him for lacking a ravenous appetite, but he is too useful to simply kill outright.



Heres Adrift

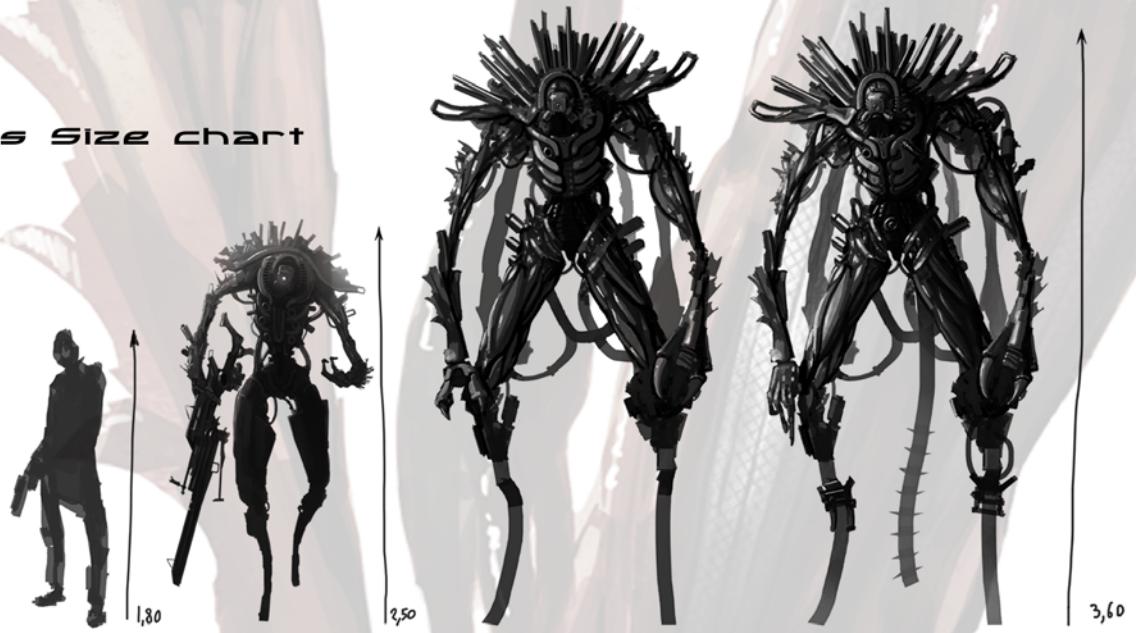
A strategist and warrior for a successful and growing hive, it was a bishop-level leader of war groups. Deciding, logically, that the most efficient way to be able to do more for the hive would be to consume Dust, it did so and was forever changed. Smarter, faster, more aggressive, and tougher, it rapidly outpaced its hive development and became a mercenary, seeking ever-greater challenges.

Dragon Freeman

Born a Slave that worked its way up to Drone and Forager, it ingested a great deal of Dust while tracking potential energy readings on a sterile moon. Rejecting its hive, it was subsequently picked up by passing Sowers, then sought further knowledge and ended up at the Academy. It never lost, however, the hard-won respect for its prowess in battle as a Flight Drone.

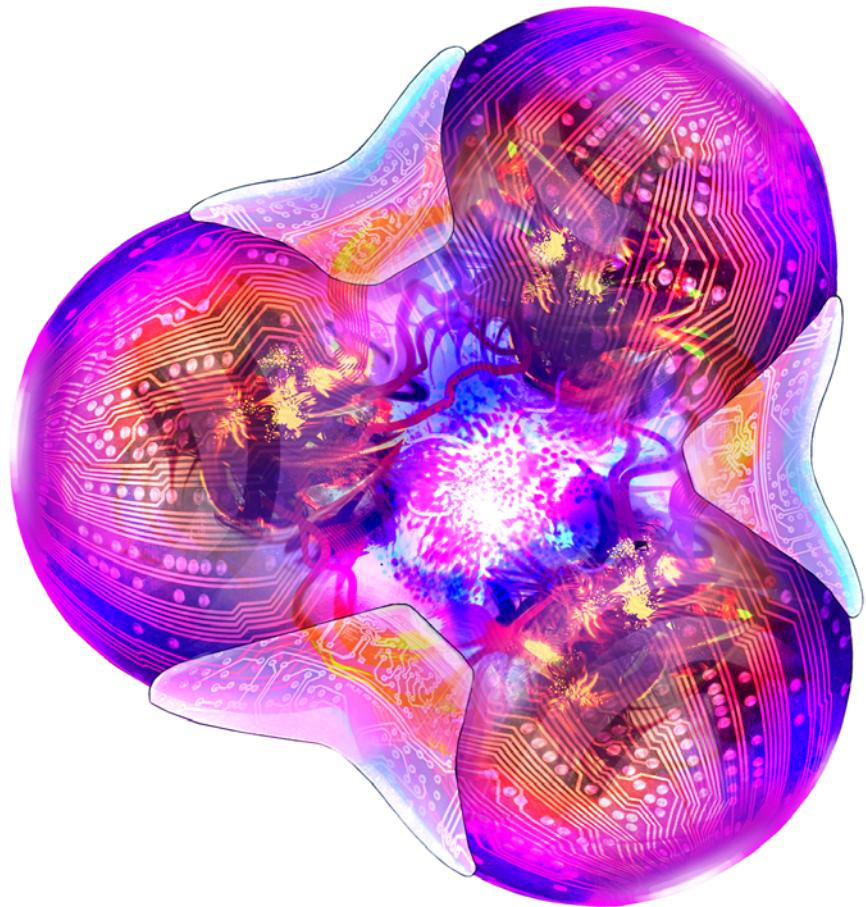


Crauers Size chart



The Amoebas

CHARACTERS AND SPACESHIPS



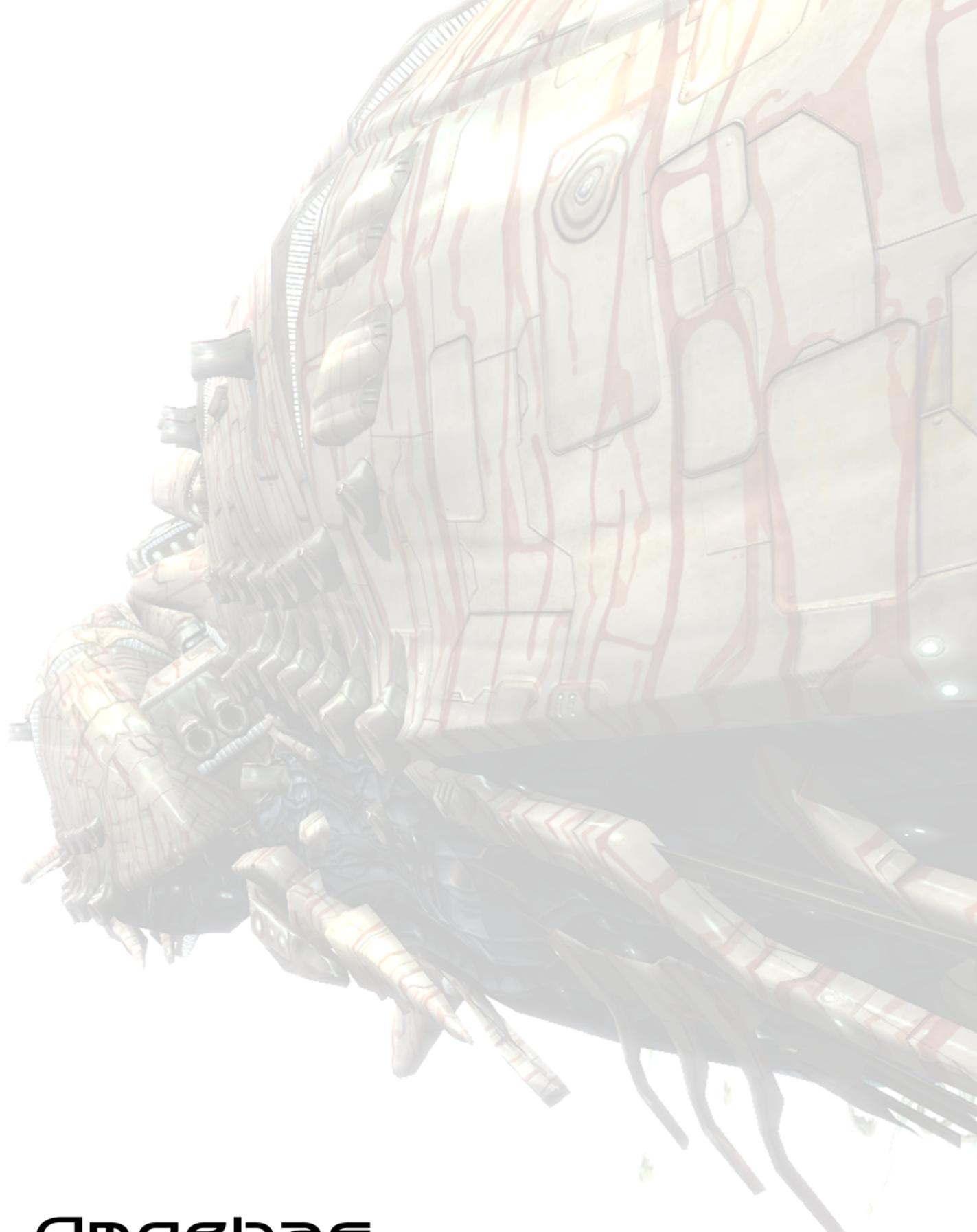
Diplomats and art connoisseurs first, the Amoebas are an advanced culture that has progressed 'beyond' war. Rather than fighting belligerent species they will withdraw, negotiate, and circumvent. Though their bodies may be simple, they have a high level of intellectual sophistication.

In fact, the Amoebas are the remnants of a branch of the Concrete Endless who found a water world, created their beautiful forms, and then forgot their own history. These proto-Amoeba detached themselves from all knowledge of the Endless in order to avoid – and forget – the horrors of the Dust Wars. One clear trace of their ancestry is the fact that the Amoebas are a Dust-rich species. It is rampant on their home world, and has even become an integral part of their bodies. They are born with Dust inside them, and instinctively use its capacities to manipulate the world around them. Their Dust-enhanced consciousness is one reason that they are able to activate their body-mind dissociation.

In general they are efficient space travelers due to their simple life-support requirements and nutrition needs. They are relatively weaker in arms, armor, and warfare. Their greatest force is their highly developed culture and their keen sensitivity to others' cultures.

It should be noted, however, that the Amoebas are an excellent example of diplomacy defined as "...a continuation of warfare by other means." Naturally insecure due to their defenseless bodies, they feel a strong drive to control and master their environment.

This extends to alien civilizations they meet, where they will seek to dominate – through peaceful means – the balance of power.



Amoebas
RESEARCH/DESIGNS/MODELS
Battleships







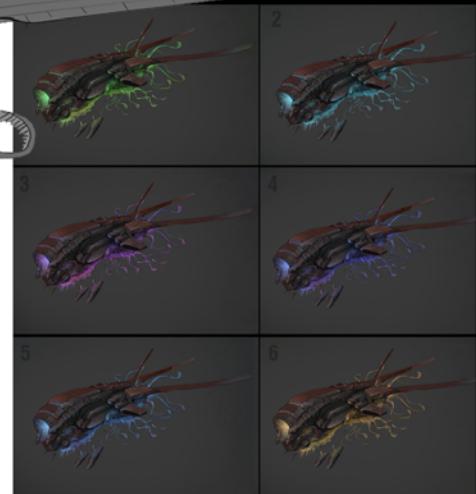
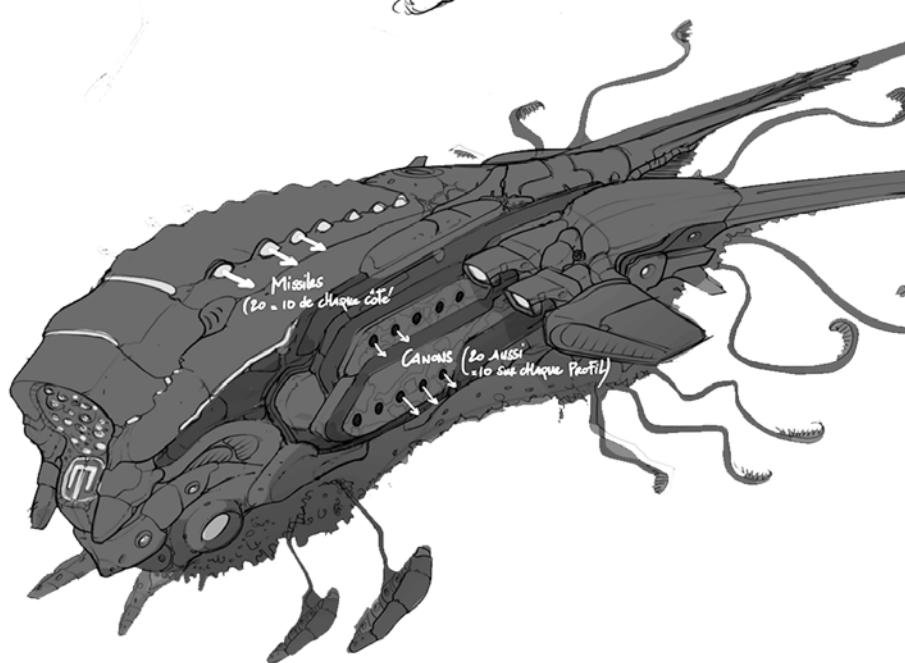
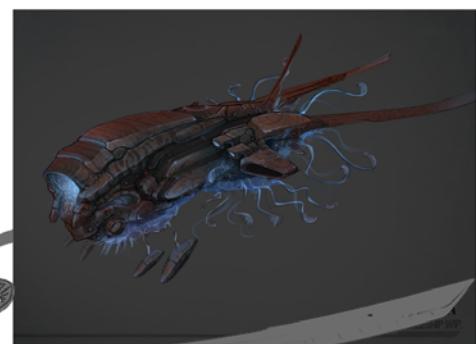
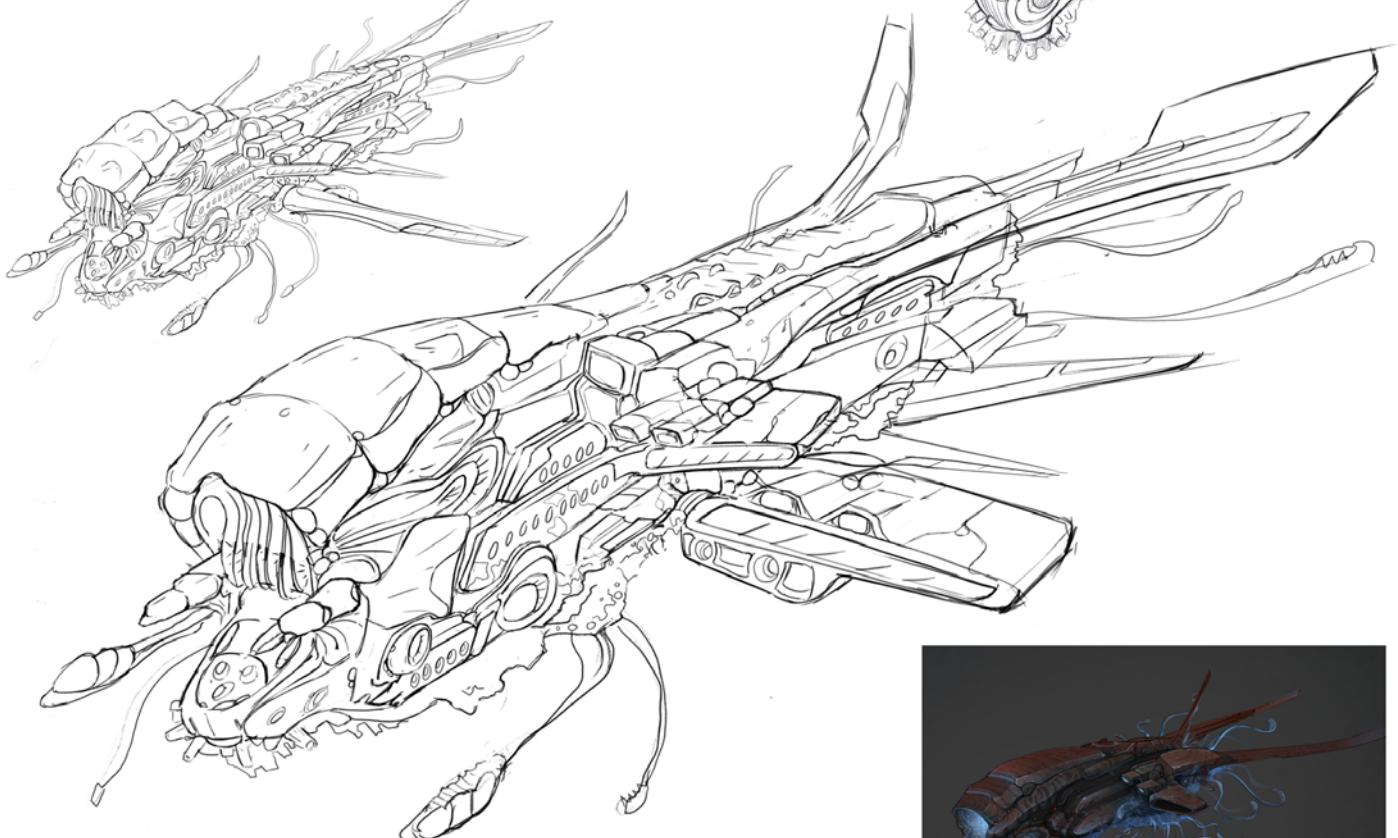
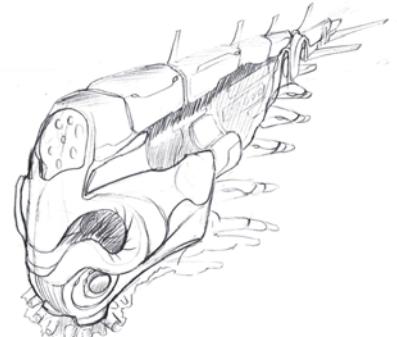
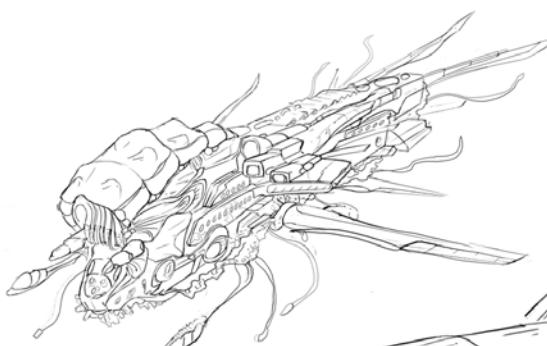
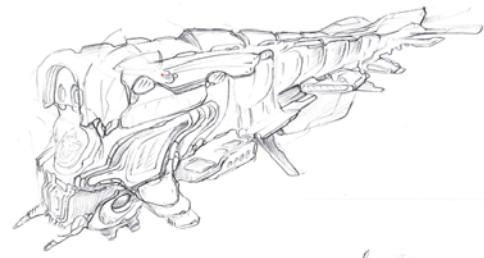
▀ •Led by a Proteus-class vessel, an Amoeba fleet departs their home world, Birbasla, with the Azure Rift Nebula in the background.



Amoeba Methion

A standard hull for the Amoeba exploration configurations, the layout of Methion vessels provides advantages when installing both sensors and advanced engine types. An excellent choice for long-range exploration, this ship class underscores the Amoeba desire to understand everything in the short term, and control it in the long term.



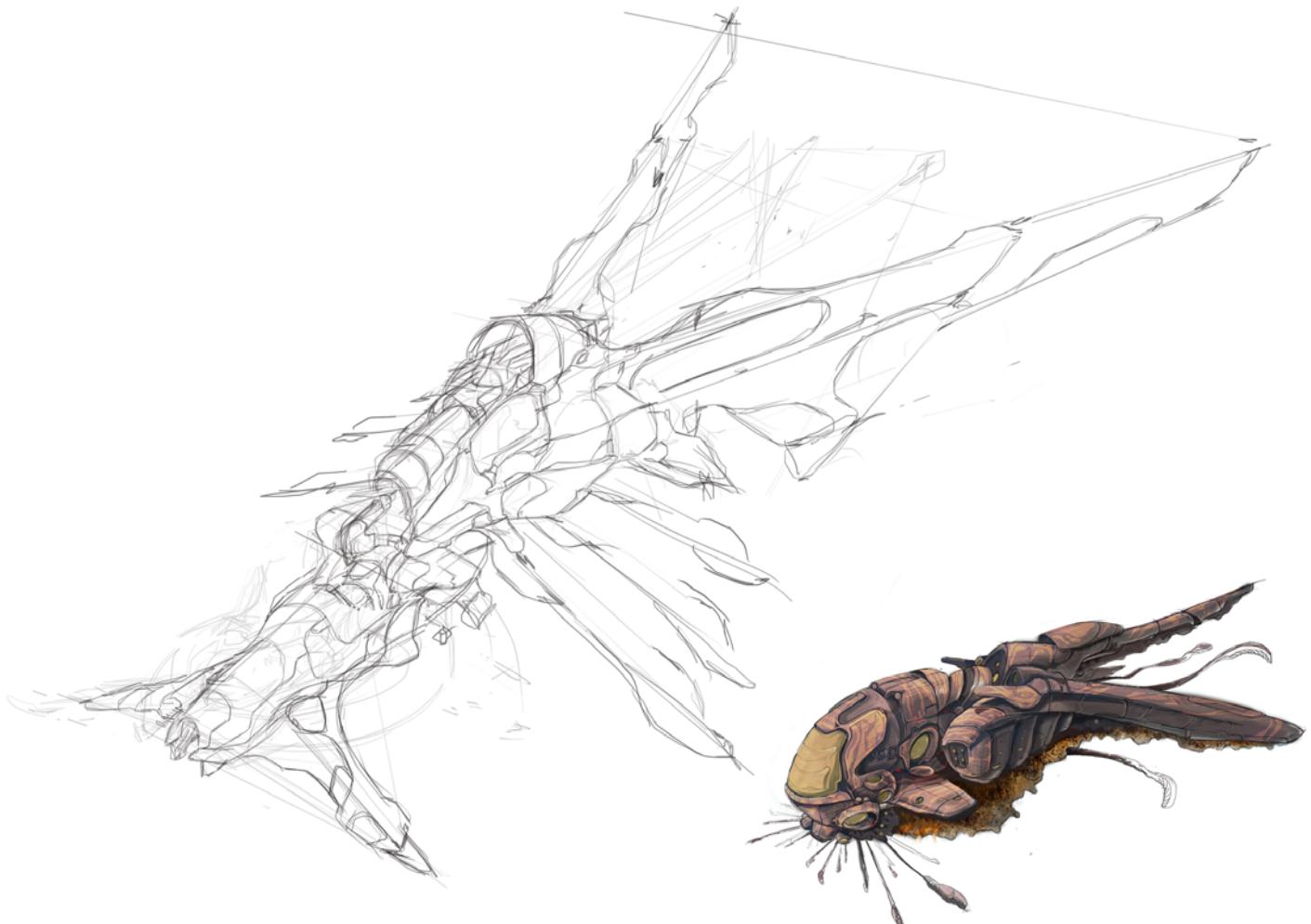




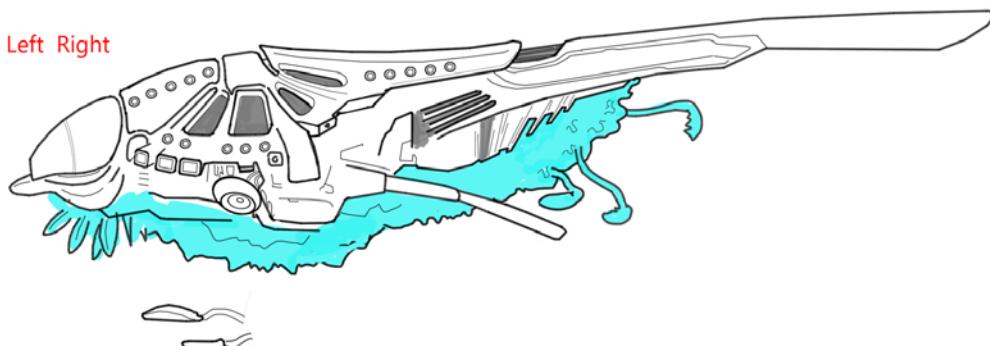
Amoeba Adenon

A more military-oriented platform, the Adenon-class ships are specialized to carry armaments. A strange design for a primarily diplomatic faction, in fact this was originally created as the "ultimate" and final warship for the Amoeba navy. History quickly showed the Amoeba that there were other nations out there for whom a fully equipped Adenon was better called a 'snack' than a 'deterrent'.

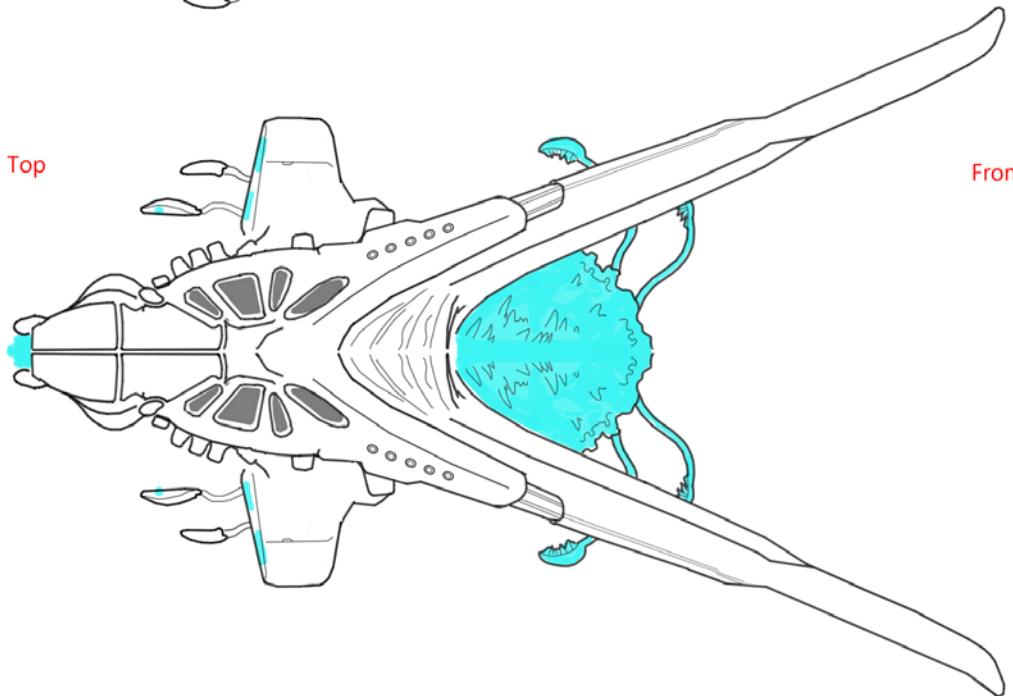




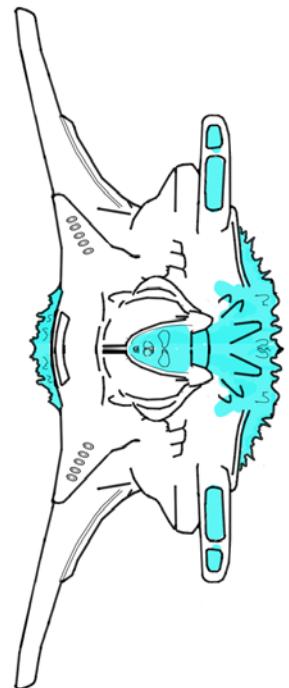
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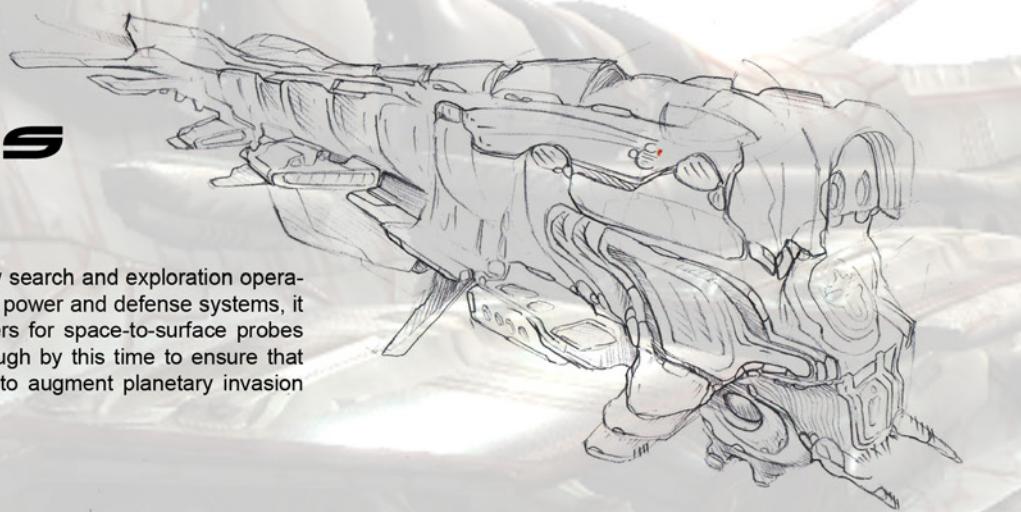
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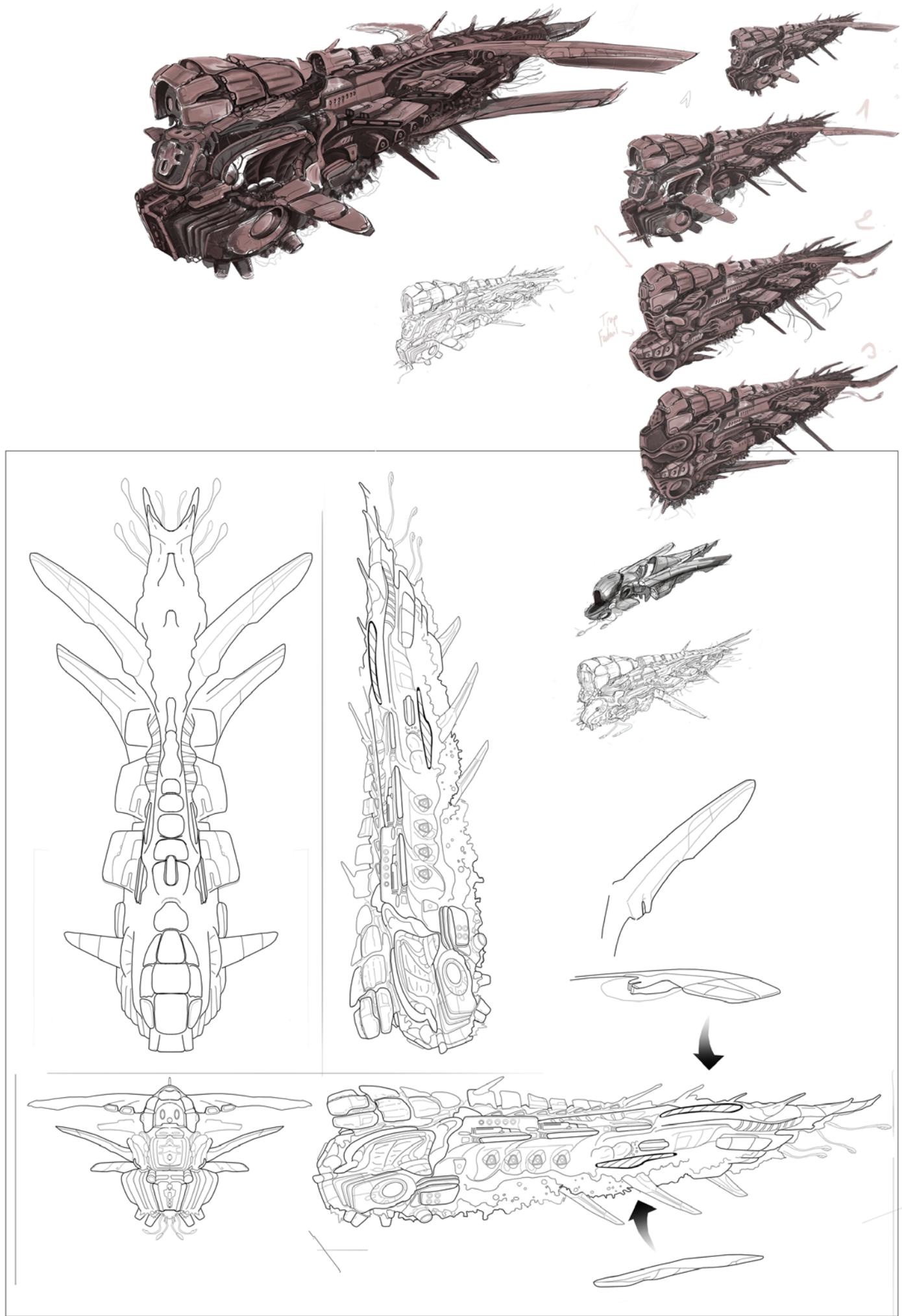




Amoebas Lysos

The Lysos hull was designed for heavy-duty search and exploration operations. Specifically created to carry improved power and defense systems, it was also outfitted with batteries of launchers for space-to-surface probes and beacons. The Amoeba were wise enough by this time to ensure that these launchers could be quickly adapted to augment planetary invasion capabilities, should the need arise.



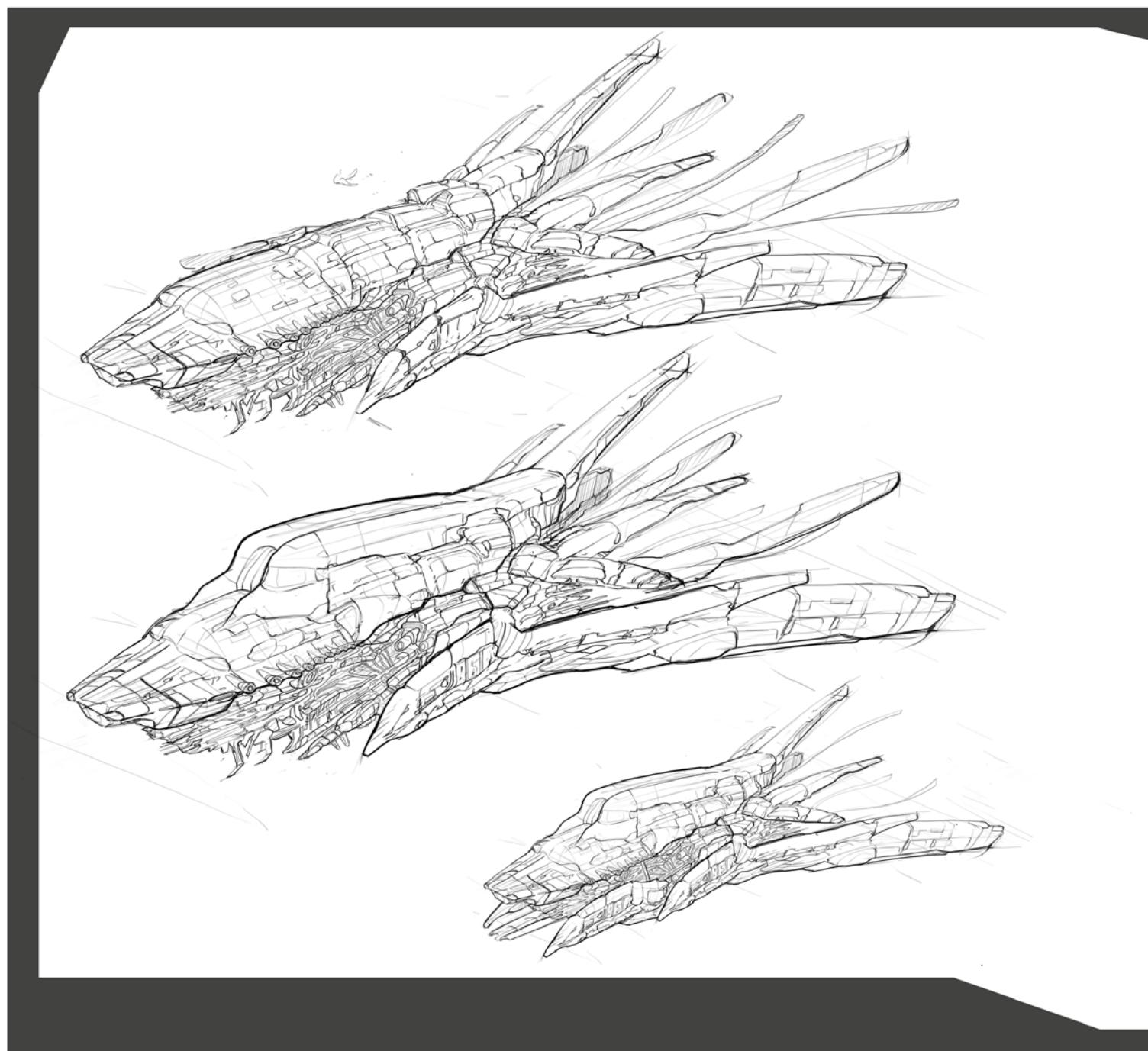


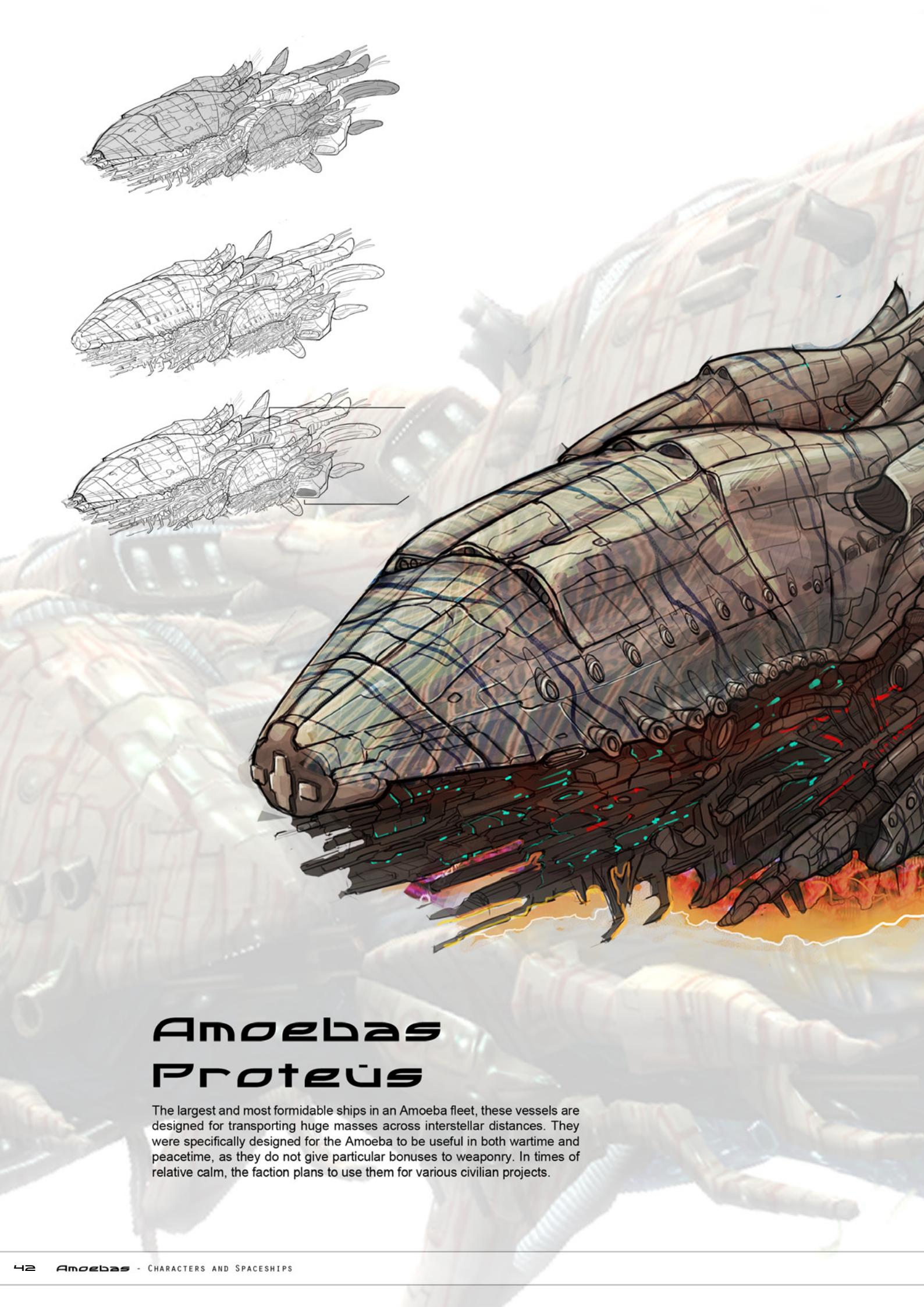


Amoebas Bacter

>> This model was a special case during vessel design and construction. It was born from the desire of one of the 3D designers to create a vessel "from scratch", without style and image references or 2D blueprints. The designer used the concept art on the facing page as inspiration for the Bacter; the image itself was later used to develop the Proteus.<<

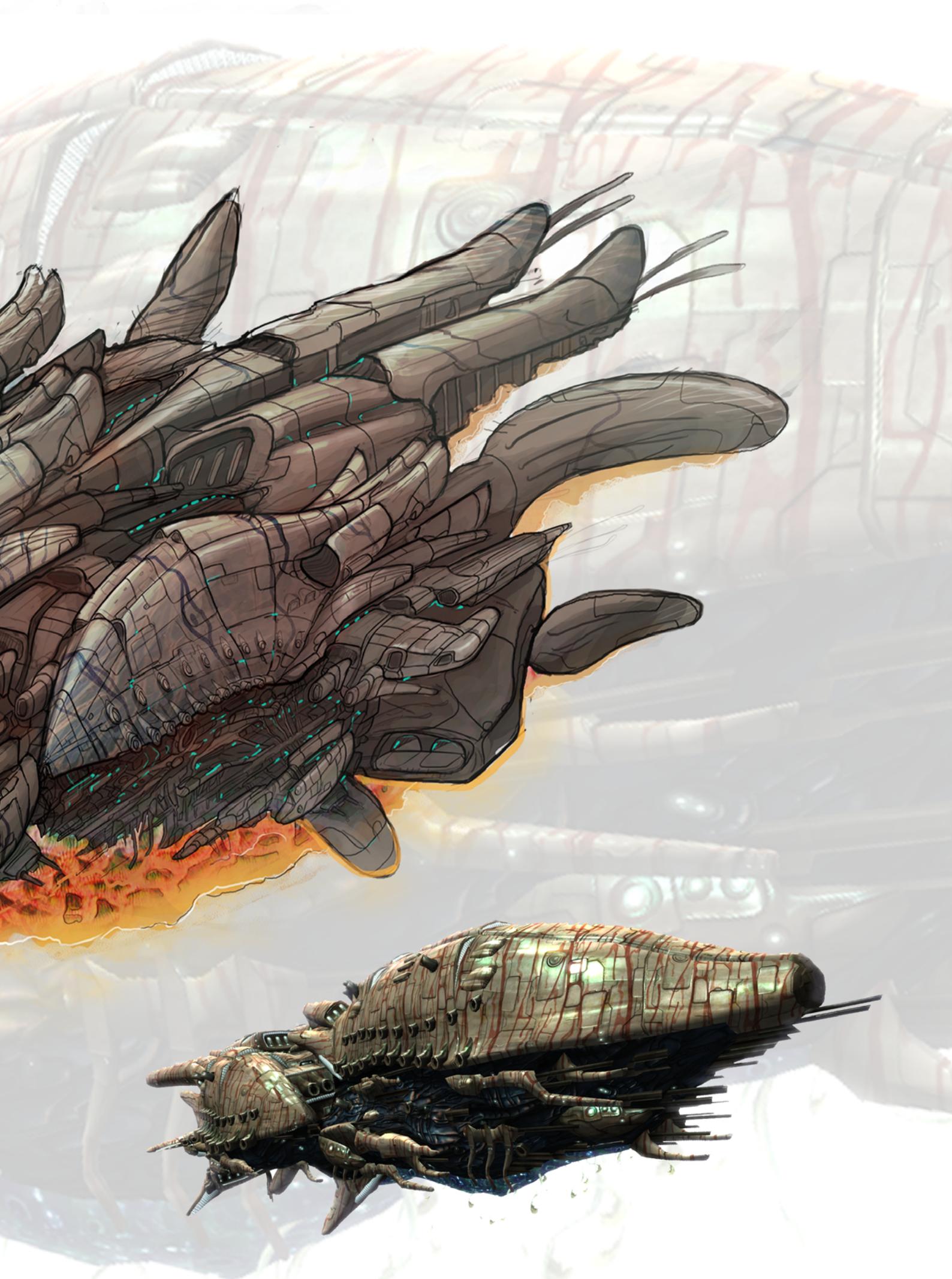


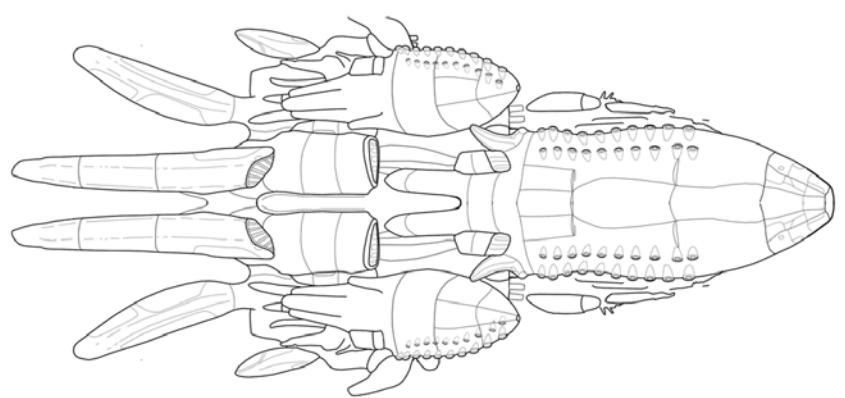
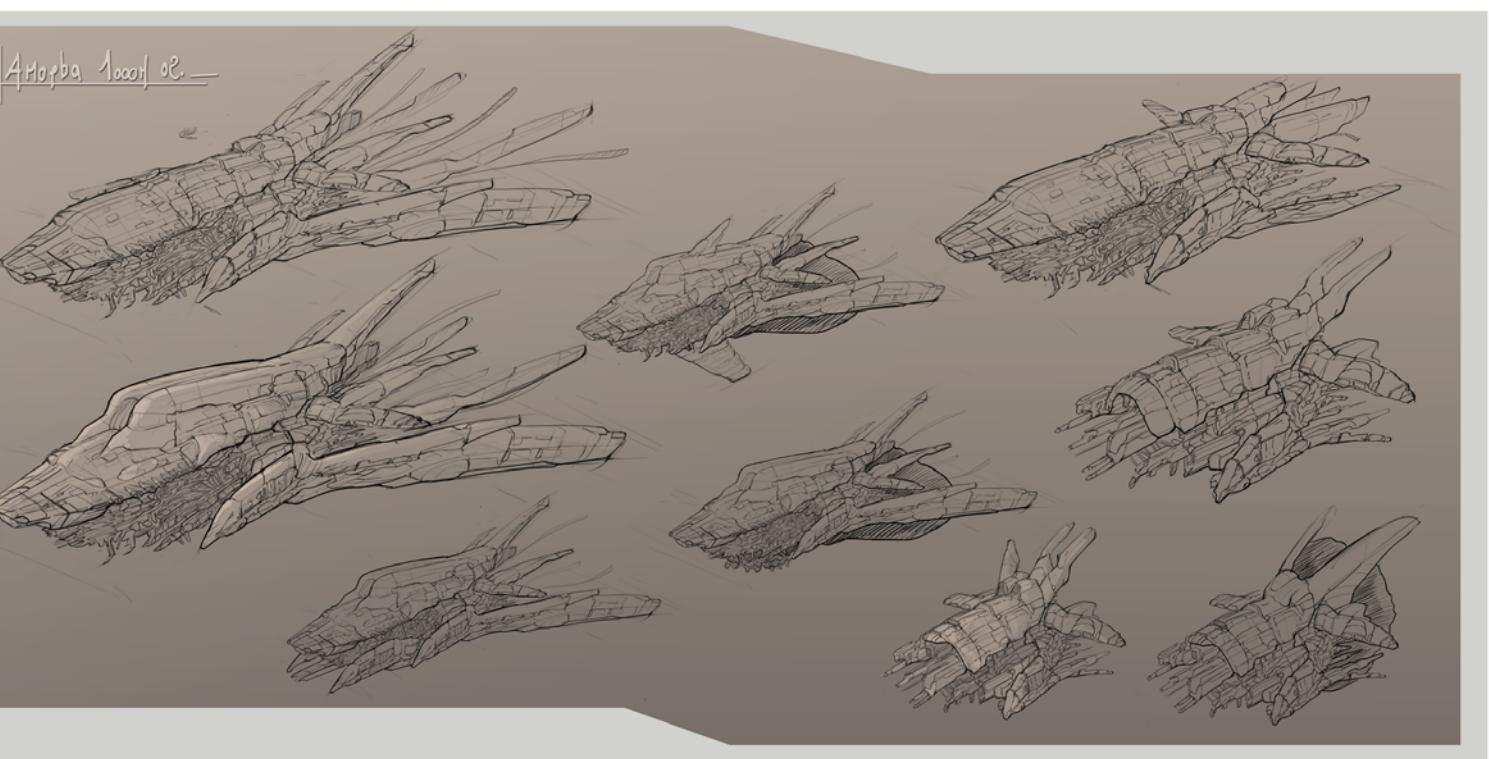
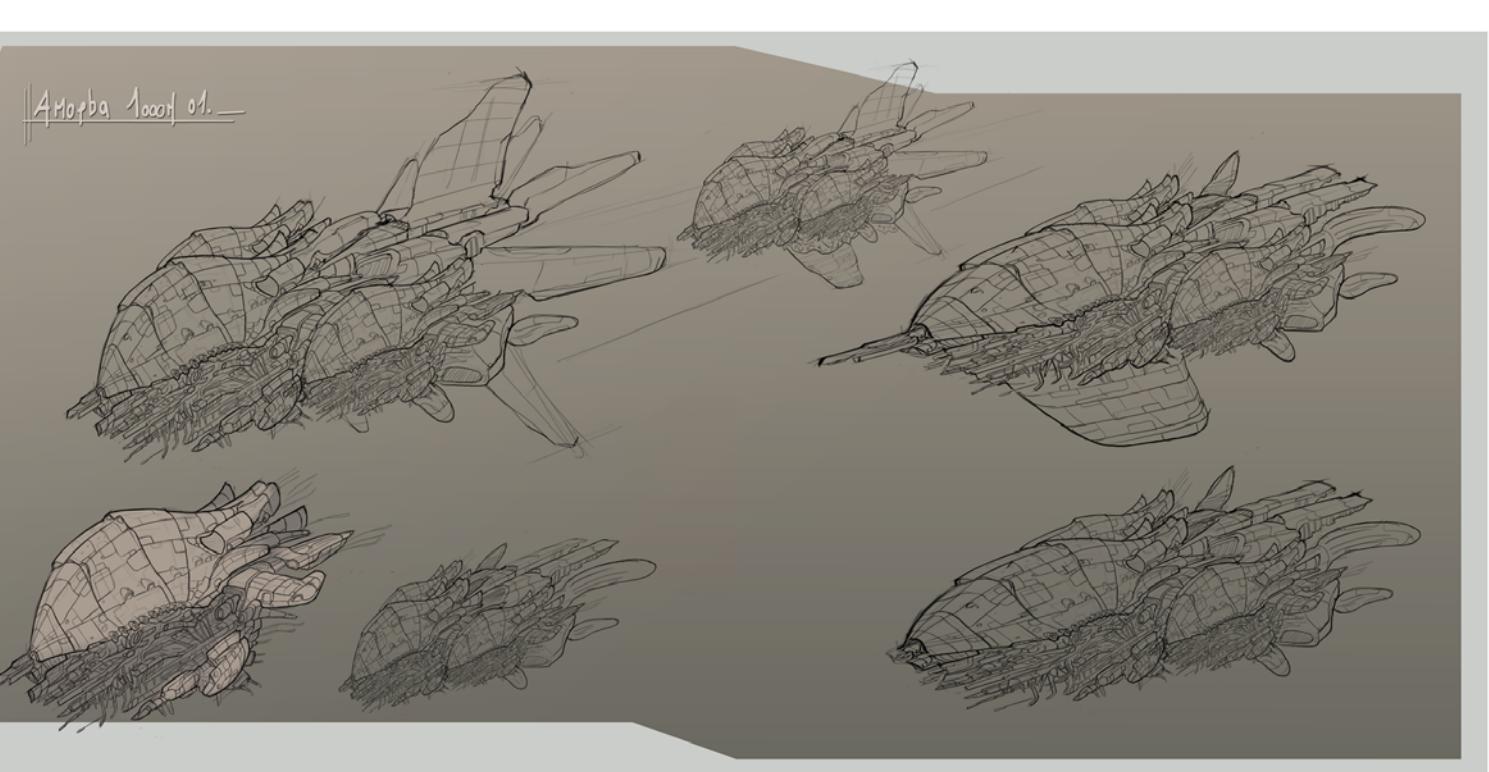


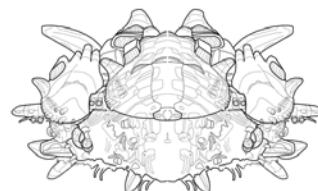
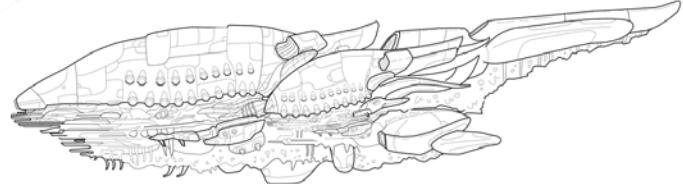
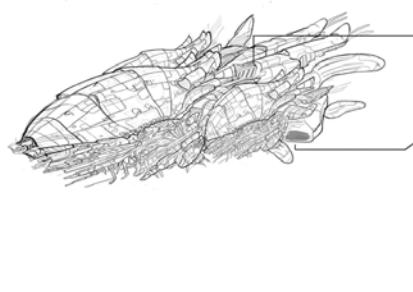
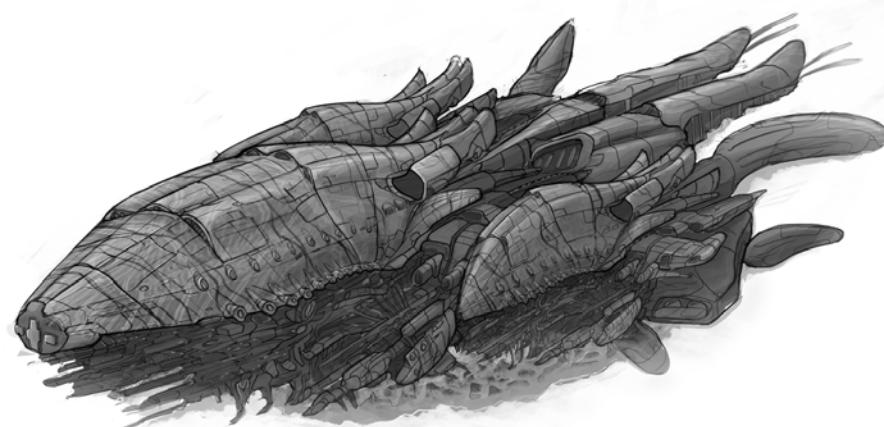
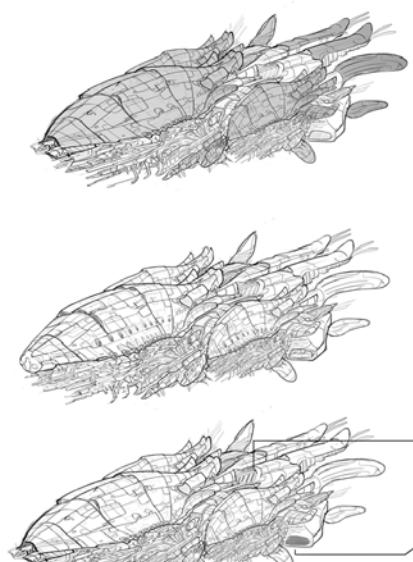
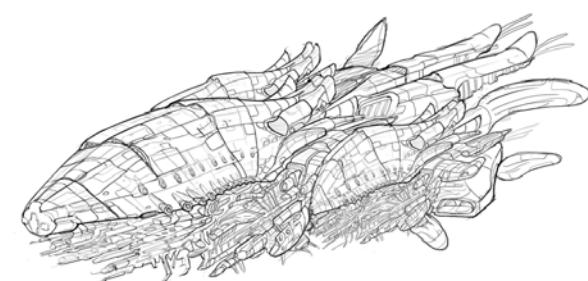
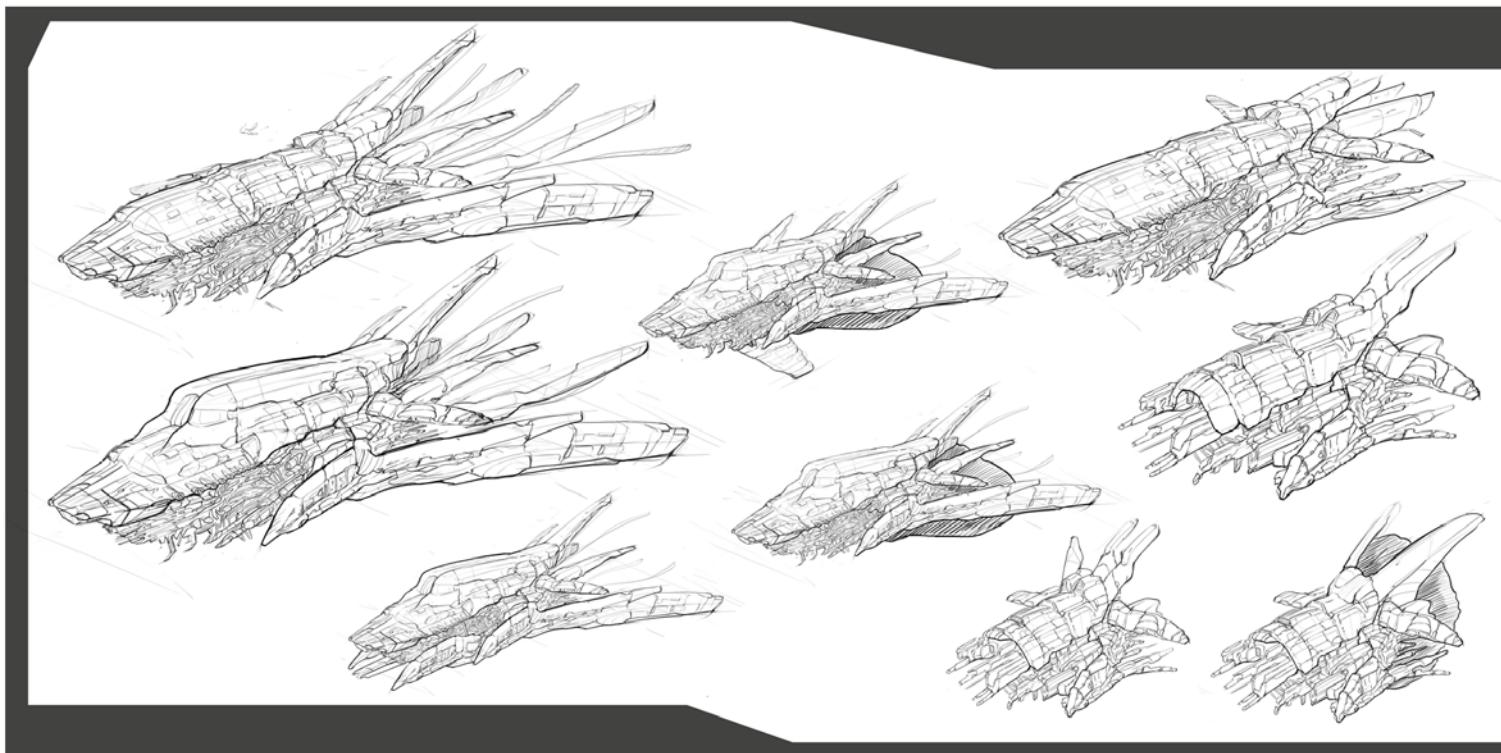


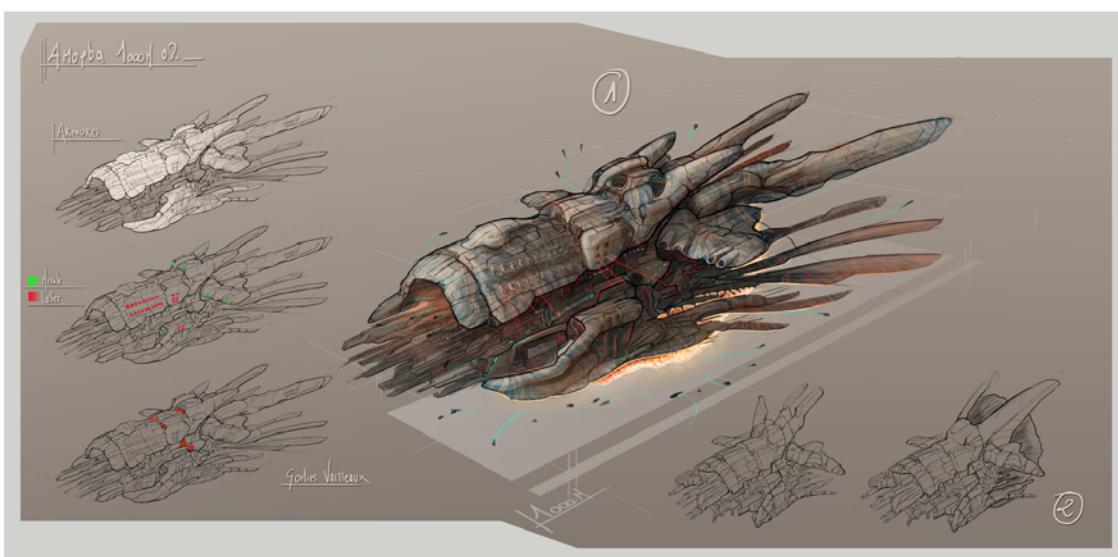
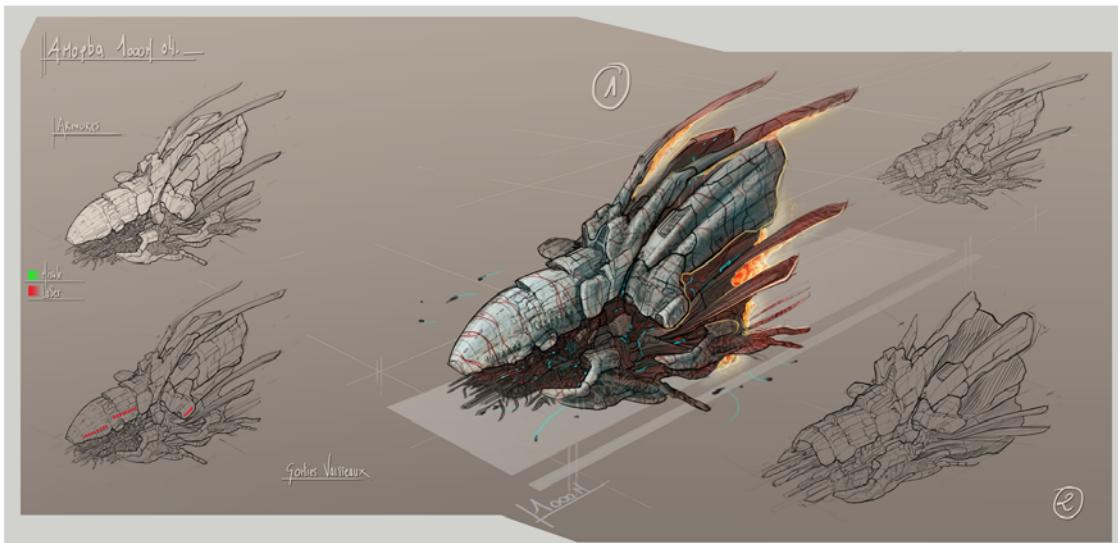
Amoebas Proteus

The largest and most formidable ships in an Amoeba fleet, these vessels are designed for transporting huge masses across interstellar distances. They were specifically designed for the Amoeba to be useful in both wartime and peacetime, as they do not give particular bonuses to weaponry. In times of relative calm, the faction plans to use them for various civilian projects.









Amoebas
RESEARCH/DESIGNS
Characters



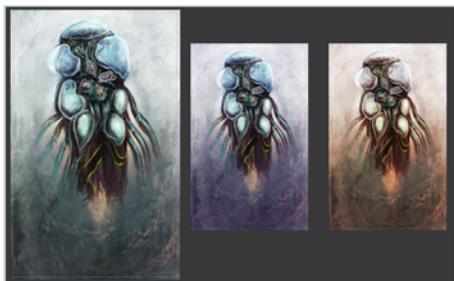


■ An advanced prototype of the Proteus class tests terrestrial sub-aquatic launches; this show was devised to impress visiting Sophon diplomats.





■ This one moved fairly far along towards being "squid-like"



Amoeba Morphology

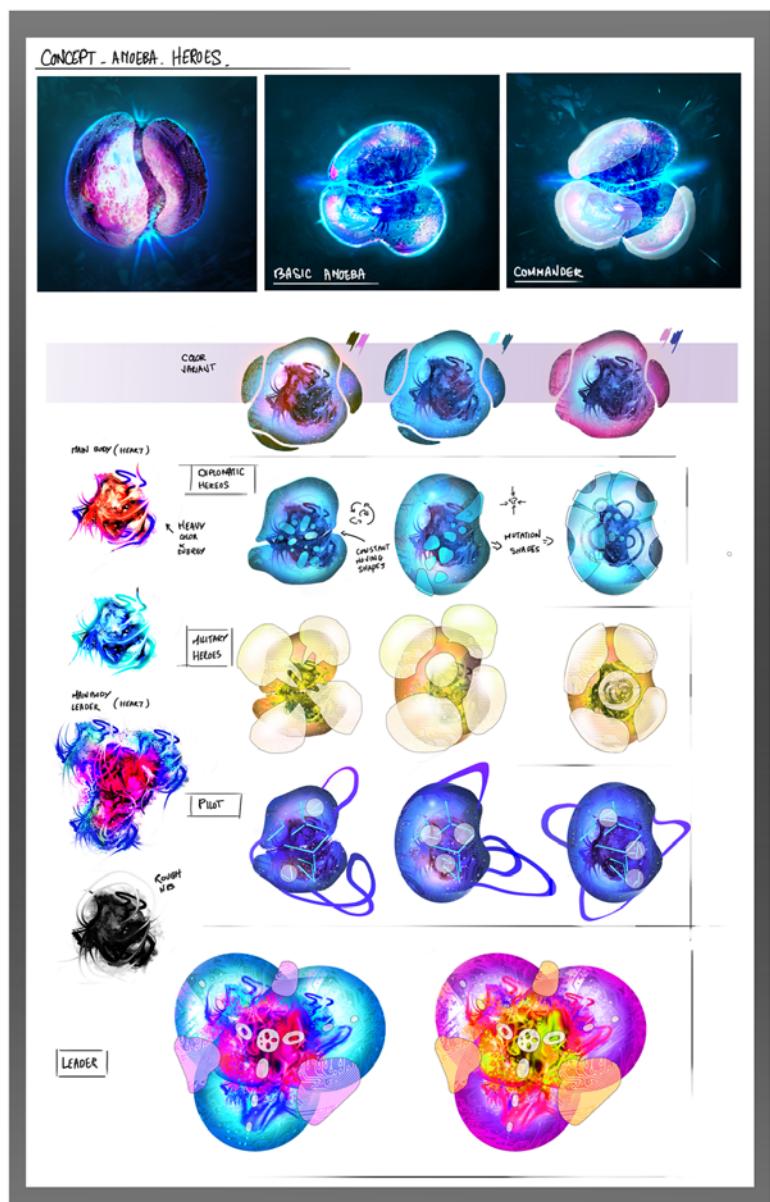
Starting from basic concepts generated by the designers and writers, the art team had to come up with a decent idea of what a space-going race of amoebas might look like.

Many of the initial ideas recalled squid or jellyfish; we didn't feel that the faction name (which was one of the few early working names that stayed throughout production) should be too much of a limit on the artists' imagination. However, as the graphical interpretations evolved and the background of the creatures became more defined, the art slowly came back around to a limb-less blob of protoplasm.

The great, final innovation that was done was to integrate the technology and a feel of "Dust-magic" into the bodies of the Amoebas.



■ Early Amoeba prototypes

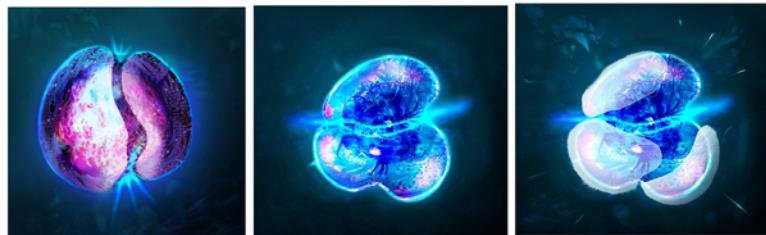




Amoeba Leader

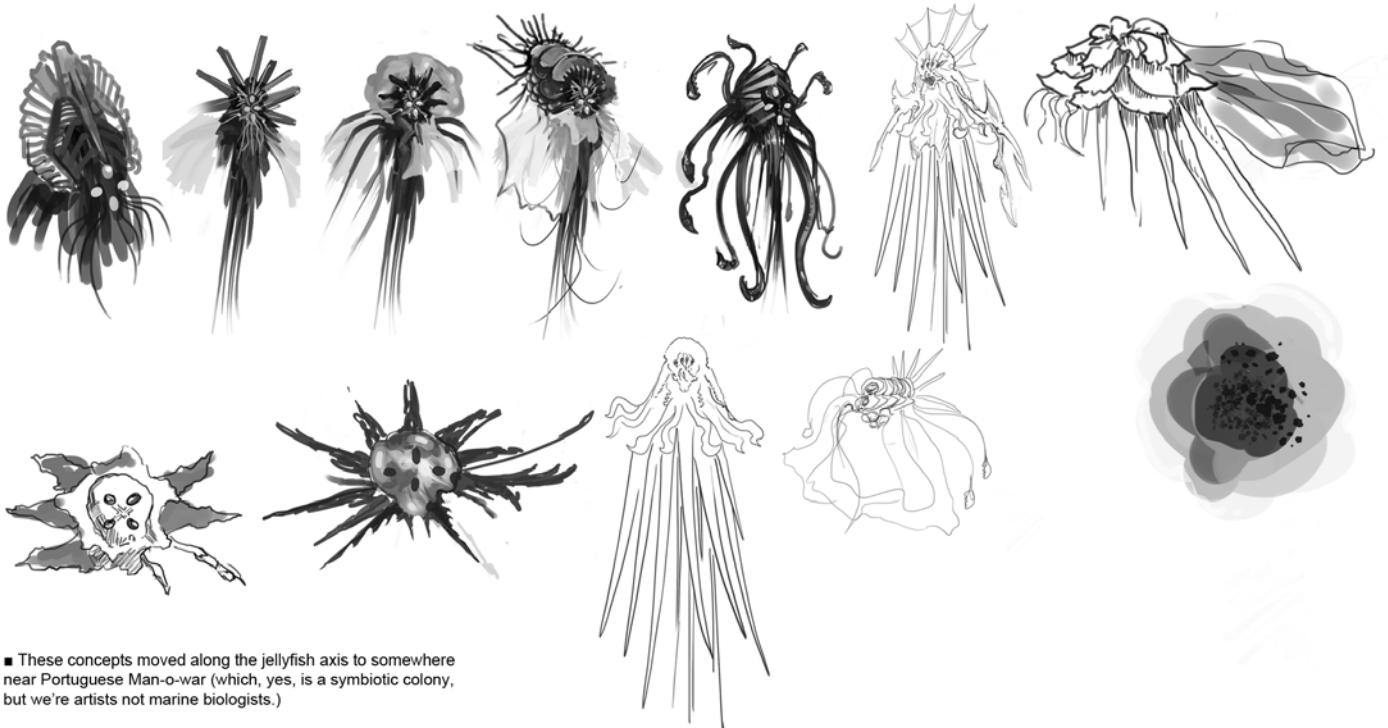
Artists began working on the designs for the leader only after the basic Amoeba image was fixed. The art team came up with the idea that the leader should be an amalgam of several Amoebas who lived symbiotically and shared thoughts. That tied in well to the idea that the faction was capable of simple mind-body dissociation, and in the end we based the leader art and backstory on the ideas from the artists.

■ Final concept version of Amoeba Leader



■ Studies for possible Amoeba leaders -- as it is a multi-being entity, we were not sure how best to show that, or even how many entities to include.

■ Amoebae, all in varying degrees of ugly



■ These concepts moved along the jellyfish axis to somewhere near Portuguese Man-o-war (which, yes, is a symbiotic colony, but we're artists not marine biologists.)

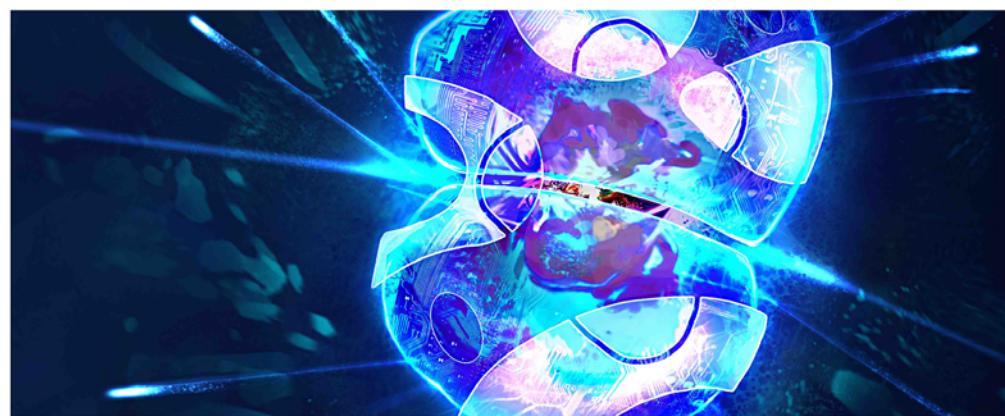
Amoebae Faces

These are more of the studies for the Amoeba body types. The idea that they were aquatic creatures led us down a lot of false paths that we weren't very happy with. None of the body forms with limbs or tentacles looked that great, and at the end of the day we went back to the blob-of-protoplasm style – with Dust!

Ora

Cygna.Cmdr626

Angered by a minor race of belligerent sentients who preferred assassination to negotiation, Cygna.Cmdr626 showed a flair for military command when it drove them out of three asteroid belts, two planets, and then forced a highly unequal treaty on them. Cygna.Cmdr626 is a living incarnation of the adage that "war is the continuation of diplomacy by other means."



Dündüb

Lakai.Ldr32

An entity that likes to federate and bring beings together, diplomacy and exploration are natural interests for Lakai.Ldr32 Collaborative work, group cooperation, and overcoming obstacles are the things that make it happy. Keenly sensing its individuality since it ingested Dust, it almost fervent in its desire to explore and unite peoples.

One Who Seeks

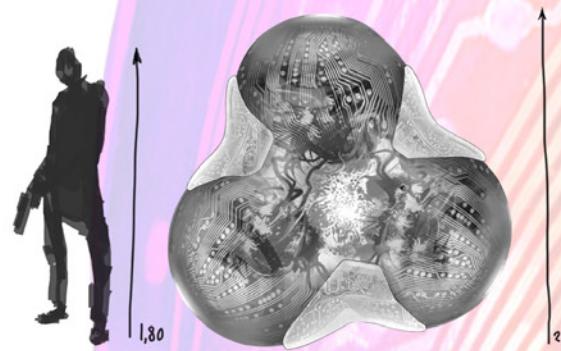
Quite restless by Amoeba standards, Who Seeks is driven to experience all that can be experienced in this vast cosmos. Early in life, It gained a reputation as loose cannon while working to combat smugglers in the Vestibule of Creation. Later, It took up Leadership of a Hissho mercenary company, employed by rogue Sopon scientists to capture Craver tech. After a long battle with Dust addiction in Its middle years and a stint in an Empire prison, introspection drove It explore the universe at a more leisurely pace. Time may have tempered this one's rash behavior, but not Its thirst for adventure.



Ul'ora Pleiad.dip113

Like all Amoeba, this one is a seeker and a thinker. Creative, conceptual, and curious, it seeks to find and discover other cultures and see how they can be befriended, exploited, and used. This is not out of cruelty or malice, but a deep-seated need for the Amoeba to be in control of their collective destiny. As result, it is a highly effective commander.

Amoebas Size chart



The Hissho

CHARACTERS AND SPACESHIPS



Though a relatively modern and advanced society, the Hissho are proud of their bloody past and their warrior heritage. Descended from avian species on a relatively low-mass planet, they were able to grow both brain capacity and strength while maintaining a body weight that permitted sustained flight. The Hissho stood at top of the food chain, and as a race were in the process of evolving basic social structures when they were discovered by the Endless.

It was not a scientific expedition that landed on the planet, but a coterie of bored and self-indulgent immortals who saw in the Hissho the ideal fodder for their arenas. As aficionados of blood sports, this group of Experientialists took Hissho specimens, gifted them with increased intelligence, and bred them into fearsome warriors. For decades the Hissho crossed the galaxy, figuring prominently in circuses, arena battles, illegal fight clubs, blood sports, and any other form of violent combat that a galaxy of bored Endless could imagine. Their legendary prowess made them both valuable and useful; they were particularly useful during the Great Schism when Virtual agents set them free and turned them on their masters...

A period then passed known as The Reckoning. When the dust finally settled (and the blood was cleaned away), what remained was a nation of sophisticated warriors marooned on their home planet, their eyes on the stars and their memories full of glory. It would take centuries for Hissho technology to achieve the capacity for space flight, and now that this day has come they are sure that the legends and the myths of their past are about to be overshadowed by the conquests of their glorious future.

The average Hissho is well-versed in combat, and those who are professionals are without equal in the galaxy. Religion and tradition run strong in the society, however; rituals and blood sacrifice are used to give meaning to their perpetual search for honor and renown.



Hissho
RESEARCH/DESIGNS/MODELS
Battleships







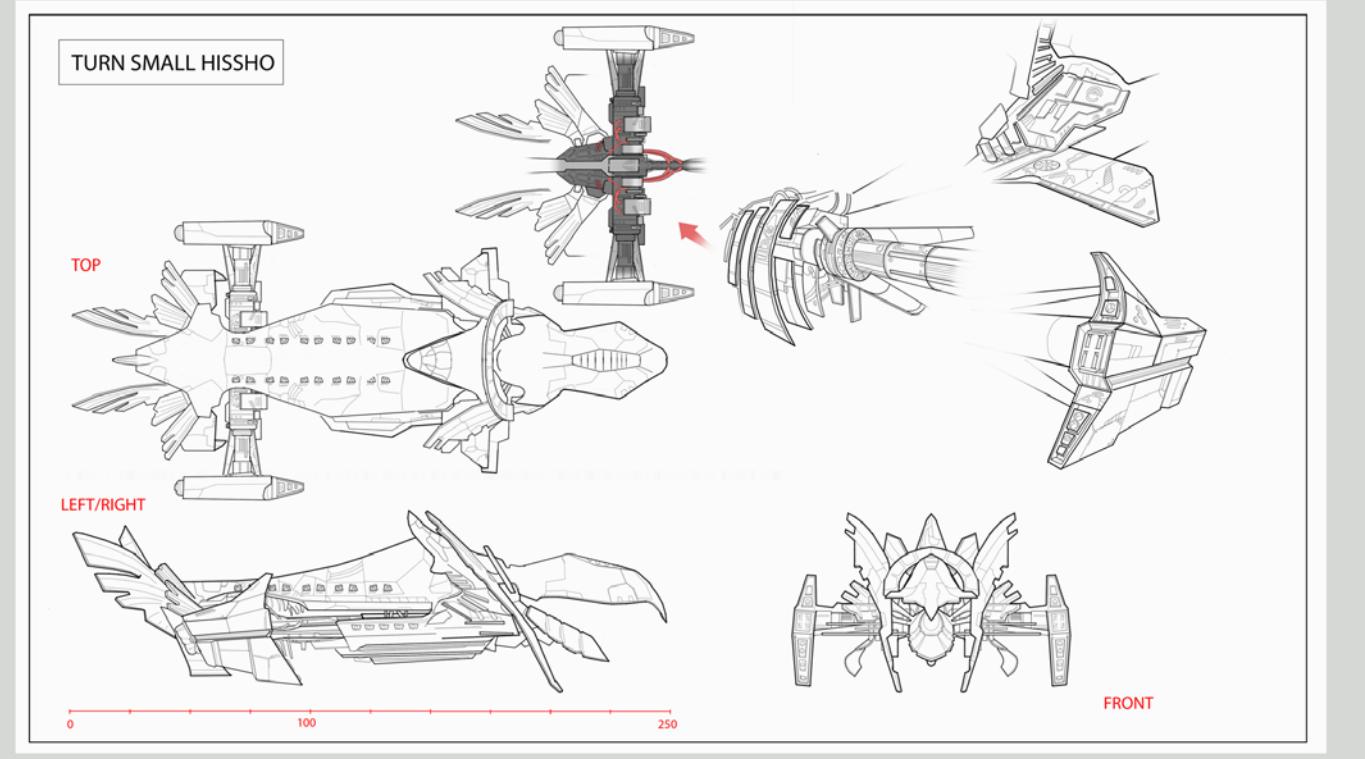
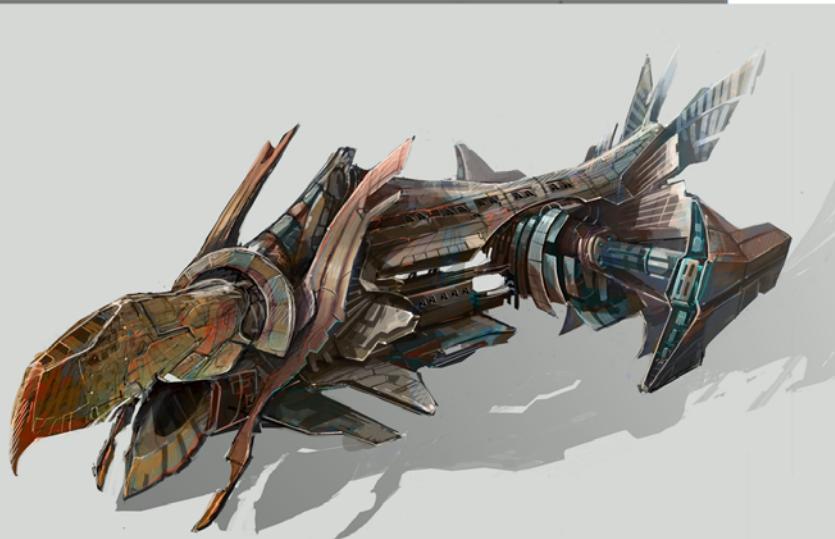
■ Windlord Urra Katabe of Silverpeak Roost prays for a successful engagement before leading her fleet into battle.

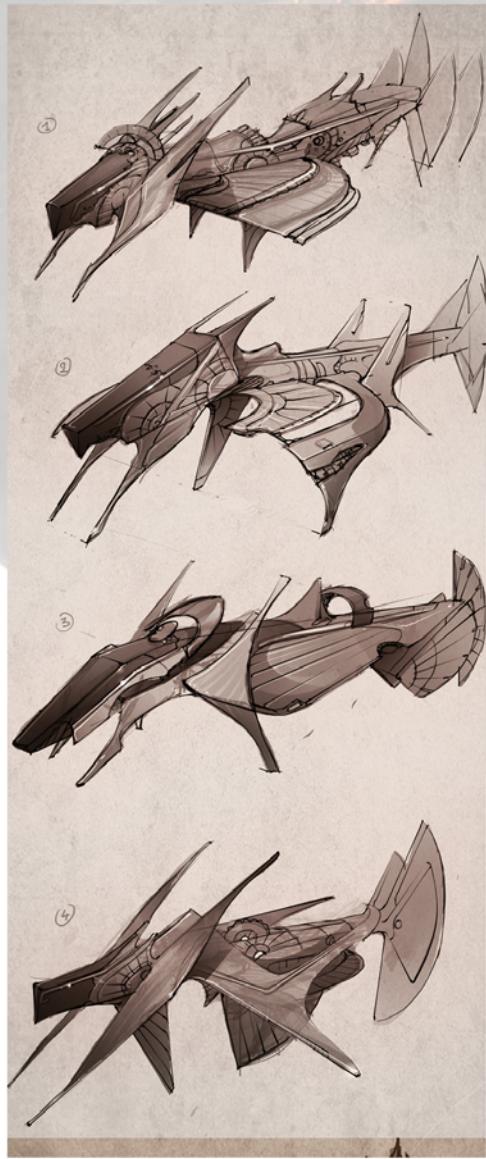


Hissho Hawk

Swift and keen of sight, the Hawk-class ships are the eyes and ears of the Hissho navy. Designed to travel long distances swiftly and discover unexplored systems, they play an important part in both offense and defense of Hissho worlds. For, in the words of the Hissho, victory comes from knowing the enemy.





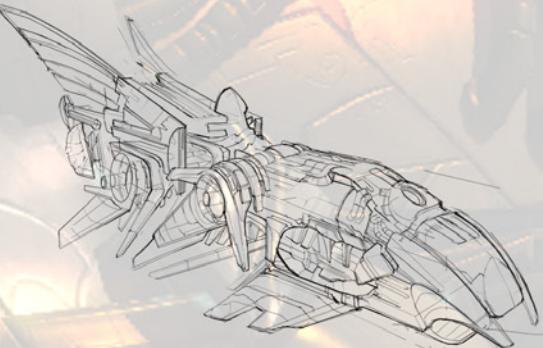
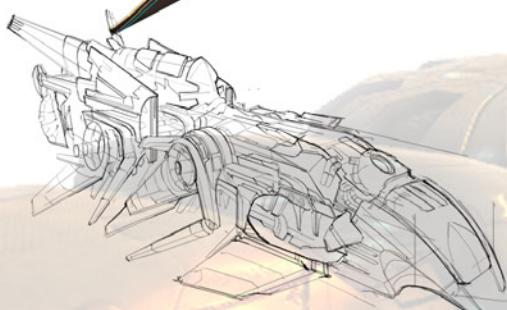
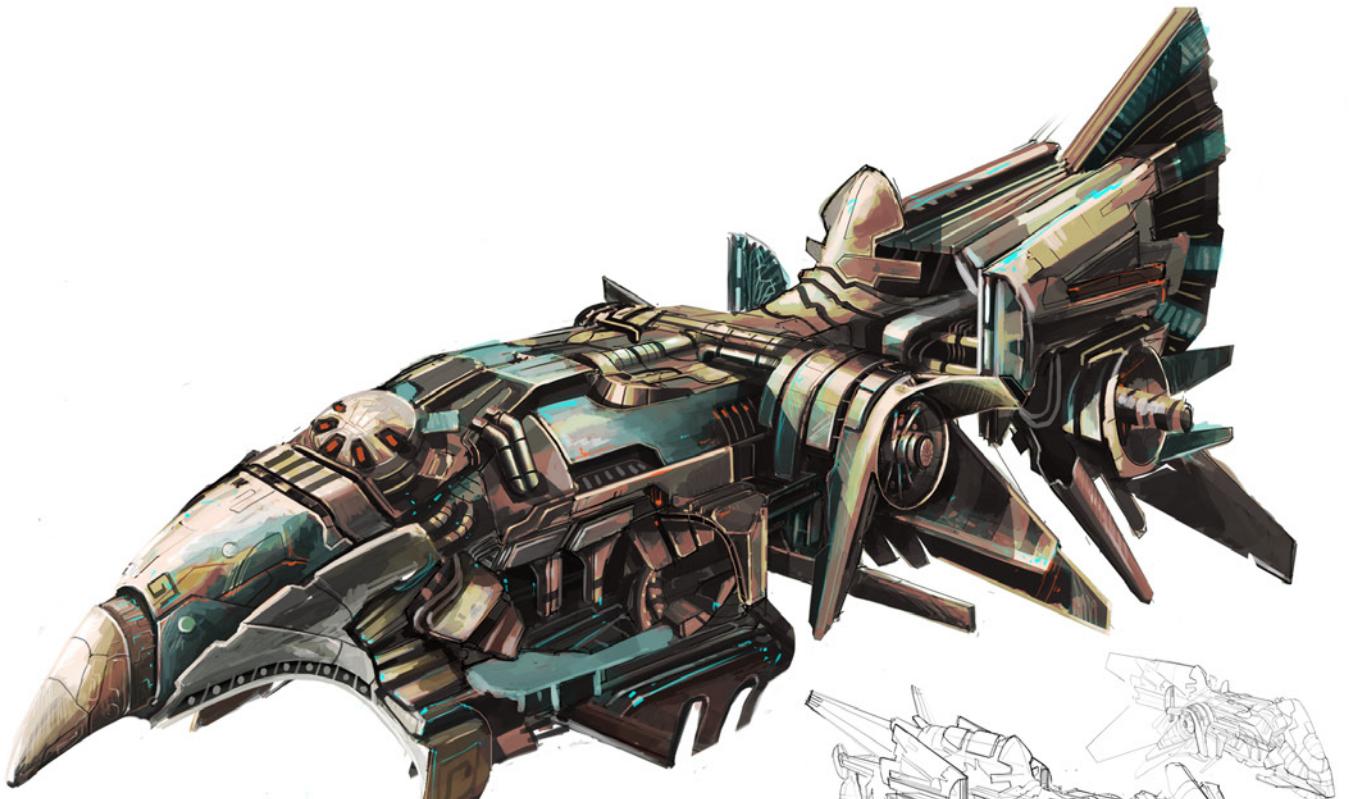


Hissho Falcon

Created as a multi-purpose weapons platform, the ship class called "Falcon" is popular with Hissho leaders. It is large enough to have an impact, but small enough that the captain can know all the members of his crew. For the tribal and insular Hissho, it is an ideal compromise. After all, the honor is greater if the victory is achieved with fewer resources.



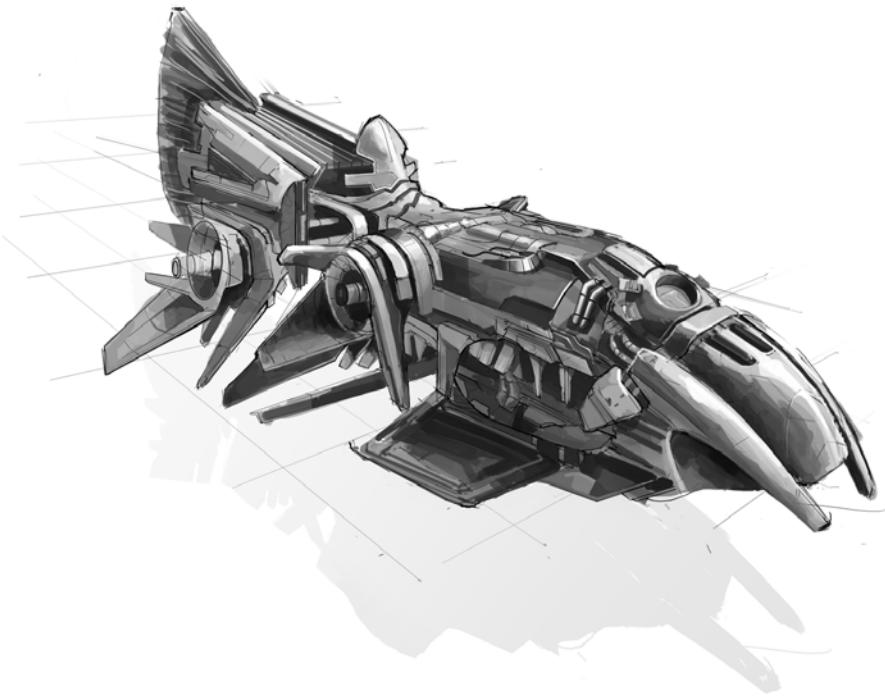




Hissho Phoenix

Phoenix-class ships are nicknamed "talons" for two reasons. First, captaincy of this class of vessel is the highest rank a Hissho can achieve as a Talon (Captain) before being promoted to Nestlord (Admiral). Second, this platform is specialized for invasion and ground attack, striking from the sky like the talons of the Hissho themselves. The space-to-surface capability is often augmented with simple drilled projectiles that do little damage but emit a screaming noise as they fall.



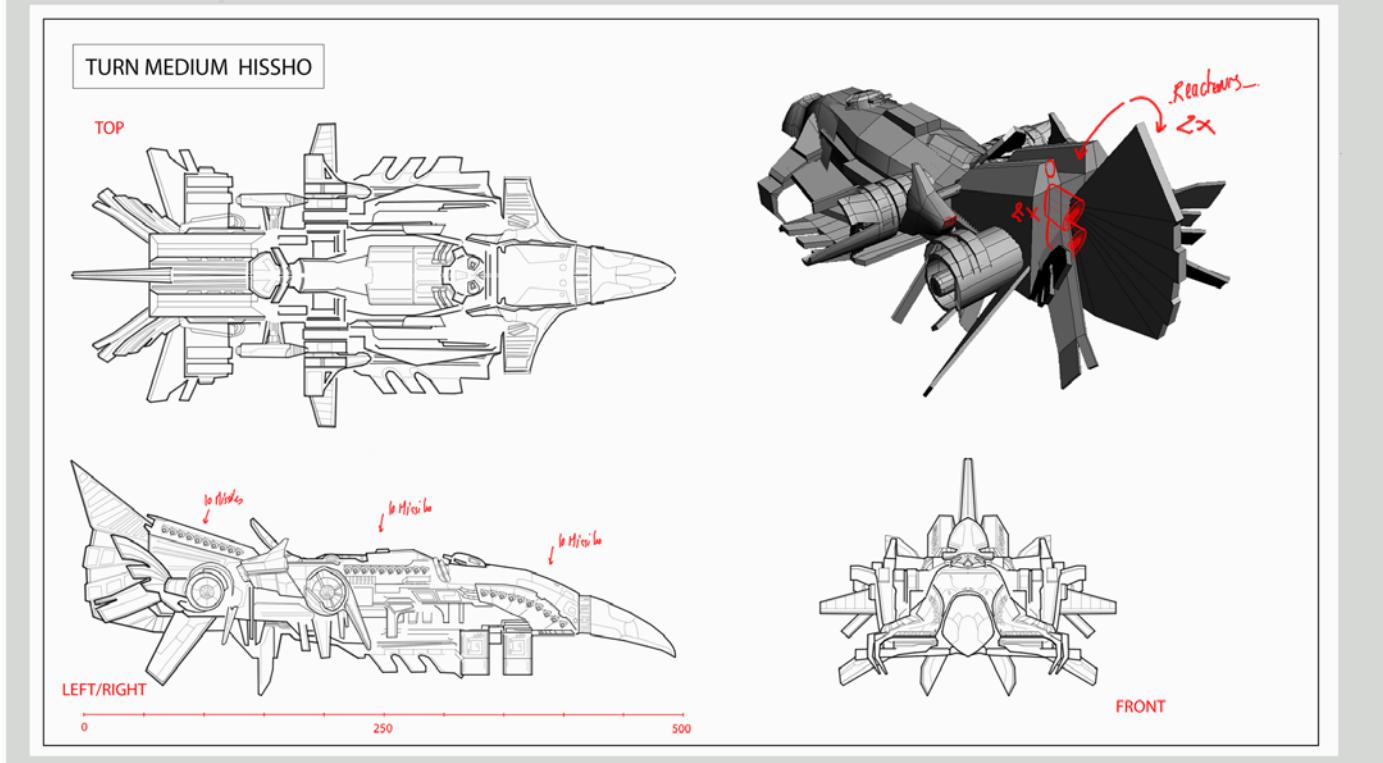
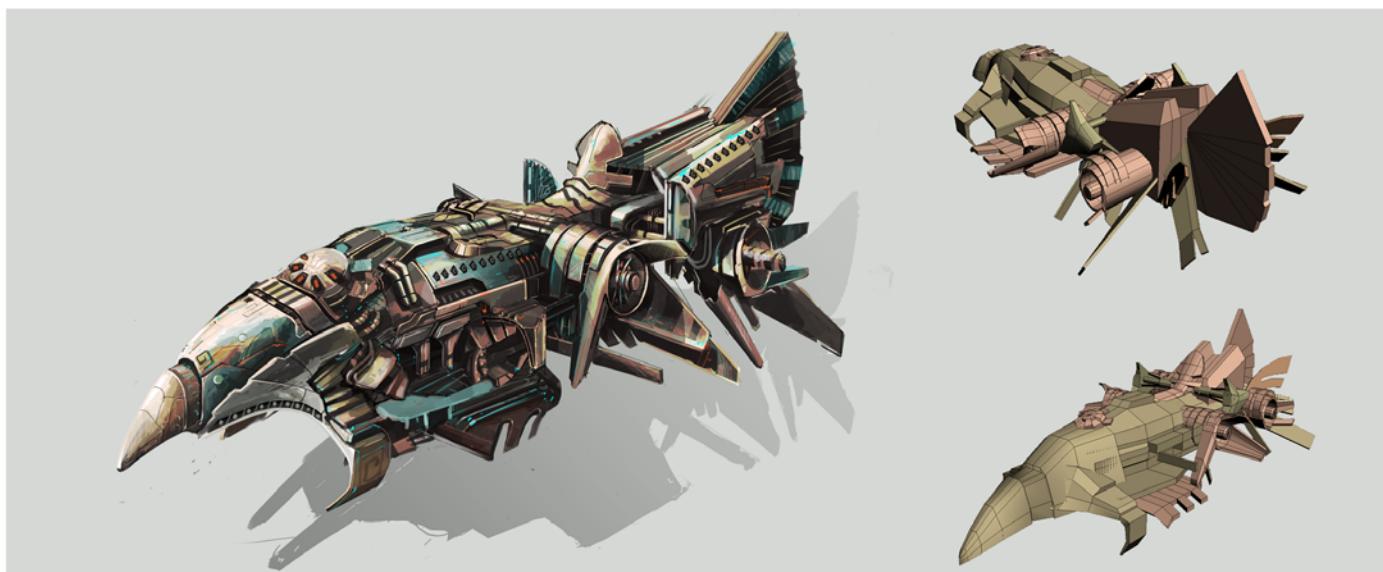
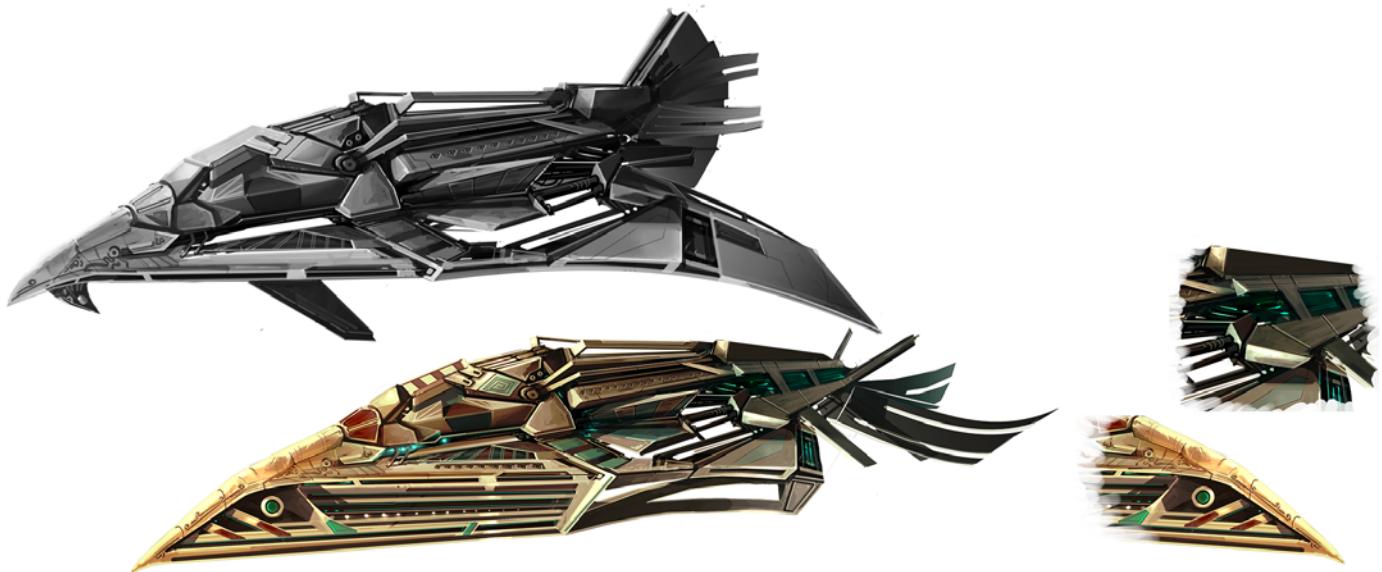




Hissho Condor

While the Hissho view attack and offense as the more noble pursuit, they are also pragmatic warriors who understand the value of defense. The Condor-class vessels are built with this in mind, as they are designed to build-in additional defensive modules to better soak up enemy fire. For Hissho commanders who seek status by defending against seemingly insurmountable odds, Condor-class ships are their ticket into history.



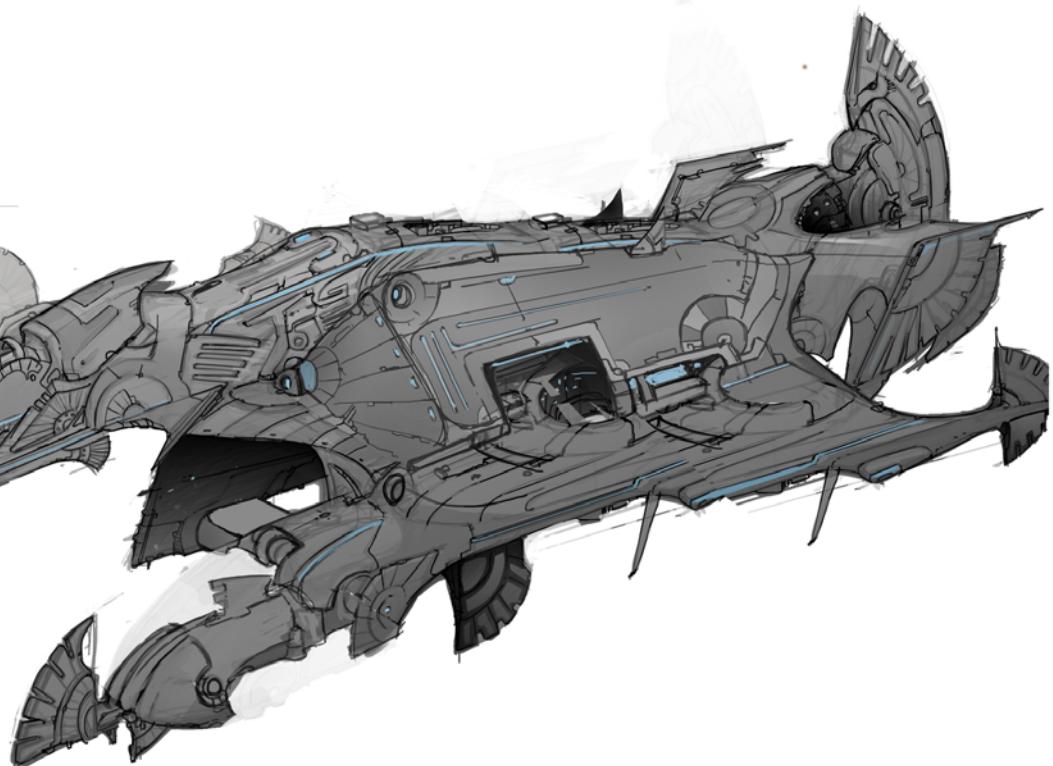
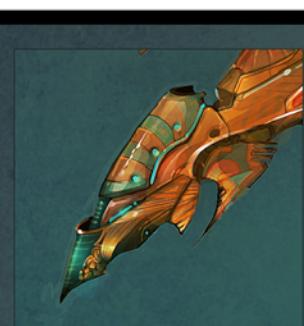
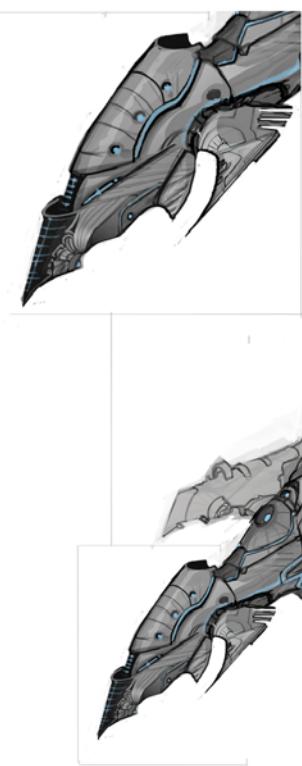




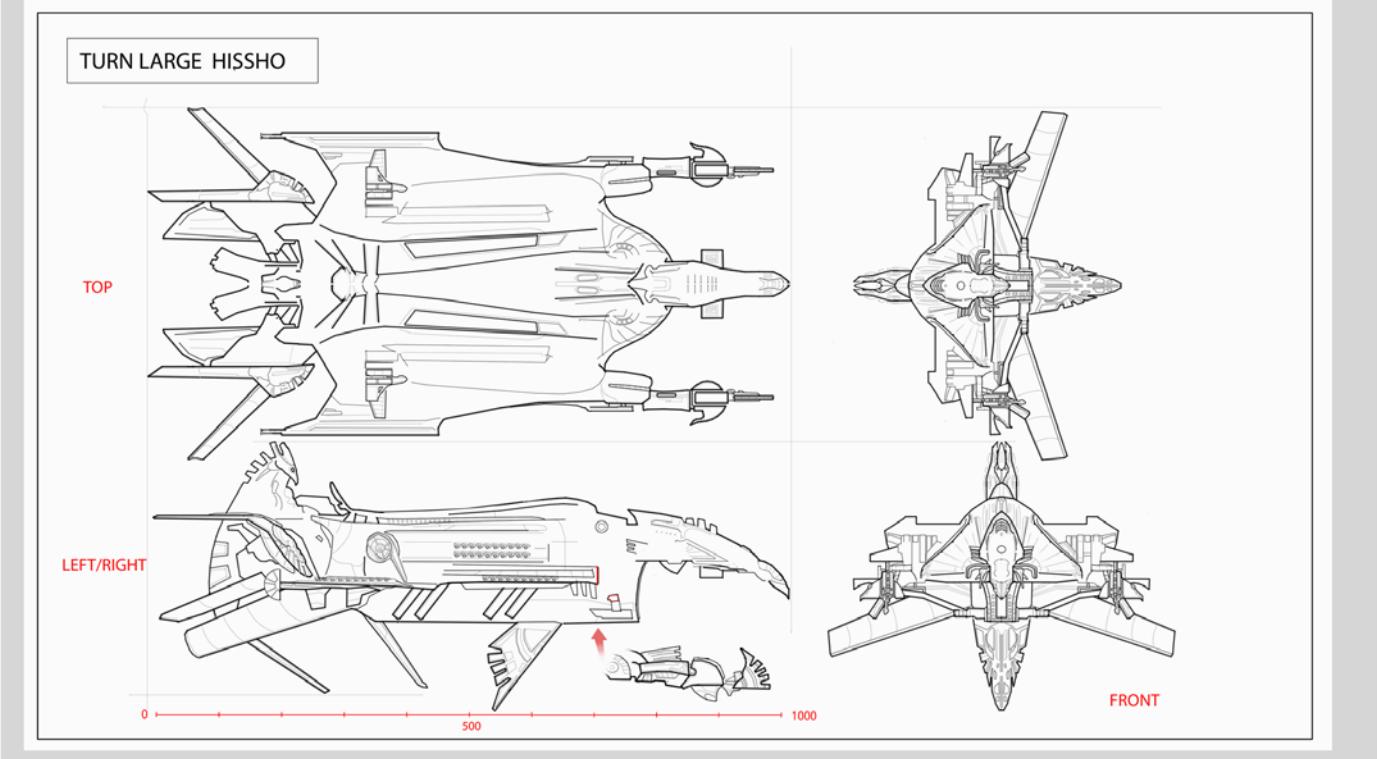
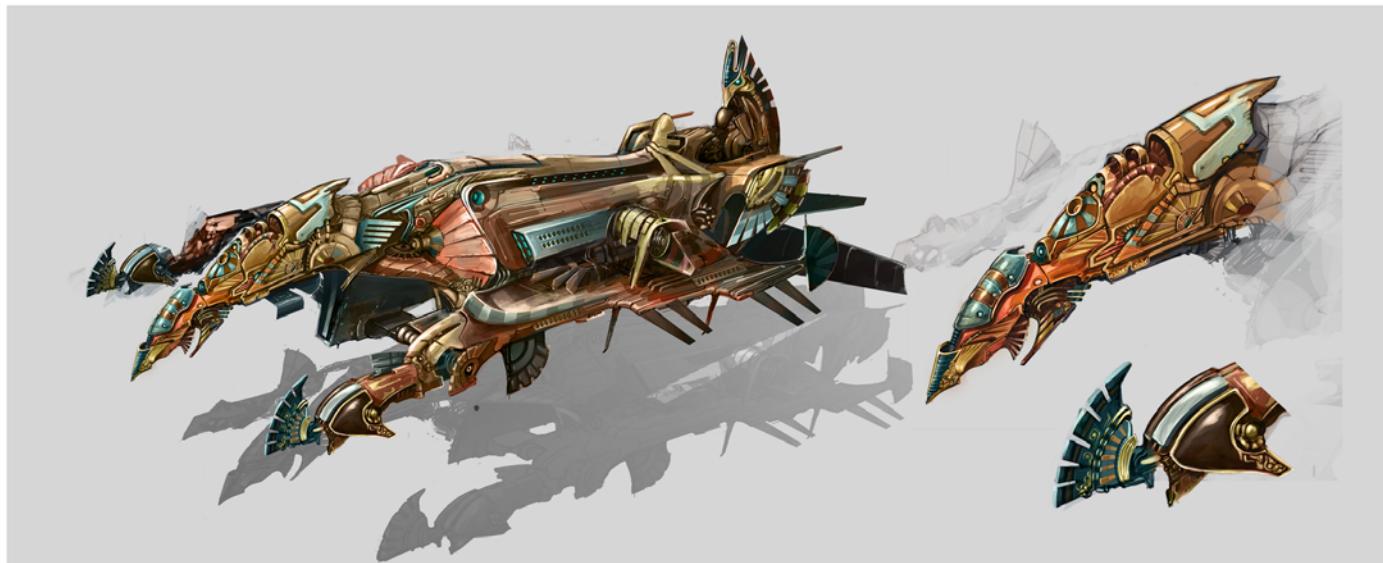
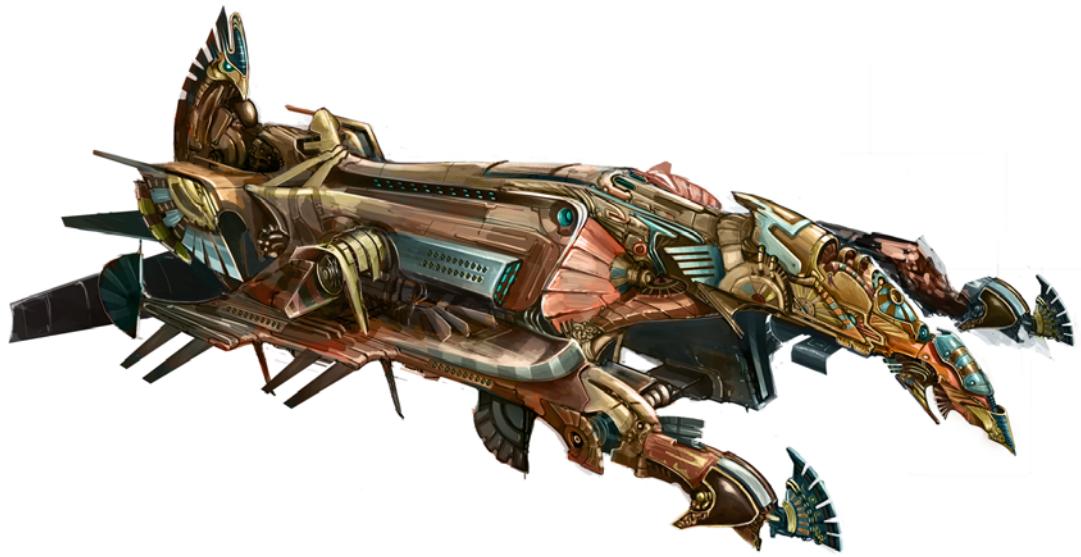
Hissho Roc

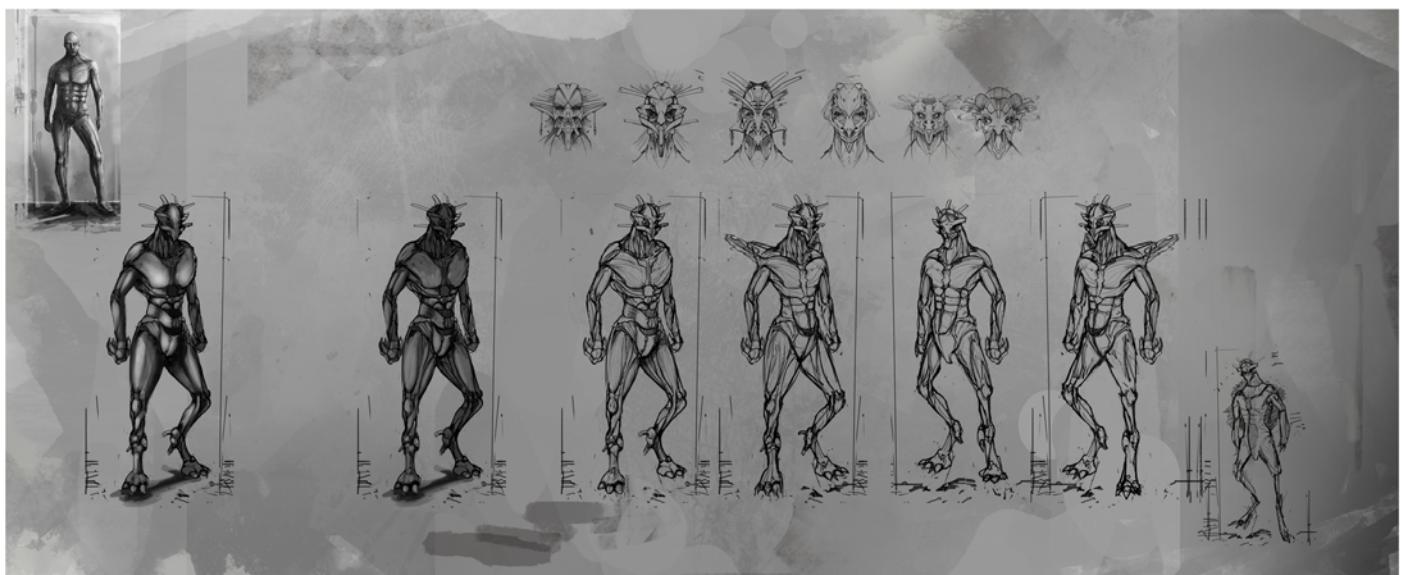
As a warrior values strength, so a Windlord values the Roc-class vessels. By far the largest in the Hissho fleet, a Roc is an all-purpose beast of a vessel intended for offense, defense, and whatever else may be necessary. While occasionally deprecated for their lack of elegance, these ships still play an important role due to their unrivaled force projection.





Rapace 1000m







Hissho
RESEARCH/DESIGNS
characters

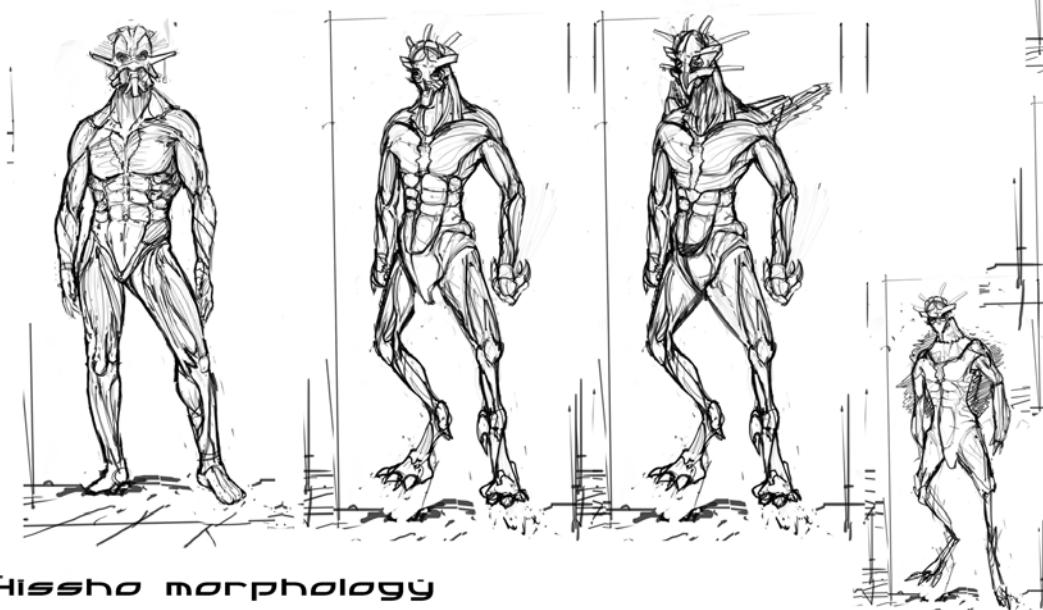




■Talon (Captain) Cuya Uksuma prepares himself for a ritual bloodletting to christen his new ship, the Chakoko.



■ Early face designs -- Feathers? No feathers?



■ Studies for the shoulders, neck, and head.

Hissho morphology

The Hissho body shape was a difficult one to define. While it was a species based on birds or flying dinosaurs, the wings themselves disappeared after some early designs as they ended up overpowering the rest of the figure and fitting poorly into armor. In deference to their avian ancestry, however, we ended up giving them over-sized pectorals as that muscle is critical to winged flight.

As the designs evolved their bodies ended up being too humanoid; they became almost a race of humans with funny heads. The artists did a number of trials to narrow and elongate the torso, change the position of the hands, and alter the shape of the legs. Once the leg design changed, the stance and silhouette of the Hissho became much less human and turned out to be far more interesting. The head was a whole separate question; we started from beaks, feathers, and some form of raptor-ish skull, worked through to humanoid designs, and ended up with roughly bird-shaped heads hidden beneath elaborate helmets and masks.



■ A better Hissho -- clawed and with more bird-like legs.



Hisscho Leader

It is no surprise that the inspirations for this warrior race are strongly echoed in the armor of the leader. The armor was based on medieval Japanese designs, but evolved into something much more modern-looking through the use of high-tech materials. We also thought that the fist weapons, a form of augmented talon, were a great touch that the artist came up with.

The designs and art, however, were drawn more from Native American cultures, in particular Mayan and Aztec. These are of course seen as well in the large images of offerings and rituals.

We decided not to make the armor too heavy; plate armor has an entirely different feel and character and is at odds with the faction identity that we were developing. Ornamental, modern, and beautiful, we're very happy with the final version.



■ A different, more heavily armored study for the head



■ We think the figure has a good final style, both arrogant and dangerous.

Hisscho Faces

We went through many iterations before we found a style for the head that we were comfortable with. For a while we were tending towards the medieval Japanese helmet, intended to instill fear in its enemies, and that is where some of these gruesome images came from. A combination of helmet and bone structure, these are studies for the final hero images.

Katai Shalespine

Though she grew up in a strict system of hierarchy and caste, Shalespine was from an early age a rogue and a rule-breaker. Cleverer than most and skilled in combat, she left home at an early age when the clan's city, then heer region, and finally the planet seemed too small for her. Skilled in trade and negotiation and superlative in defense, she has been sought after by traders, corporations, and several police forces.



Uratha Redwing

This Hisso war leader was captured during an engagement in contested space when life support in his suit failed. Had that not happened, it is unlikely that this hero would have been taken alive.

Sole survivor of prison ship encounter with Endless craft; Redwing was the only one emotionally stable enough to handle the effects of Dust. Originally from Westline Archipelago on the Hisso homeworld, he is quiet, aloof, and withdrawn. He smiles rarely, and when he does, nobody is really sure why.

Shizko Whitehawk

A high ranking Hisso leader, Whitehawk is fiercely independent and forever curious. Bored by the academies of their home planet, Whitehawk left to study navigation with traders, scientists, and finally at an Academy.

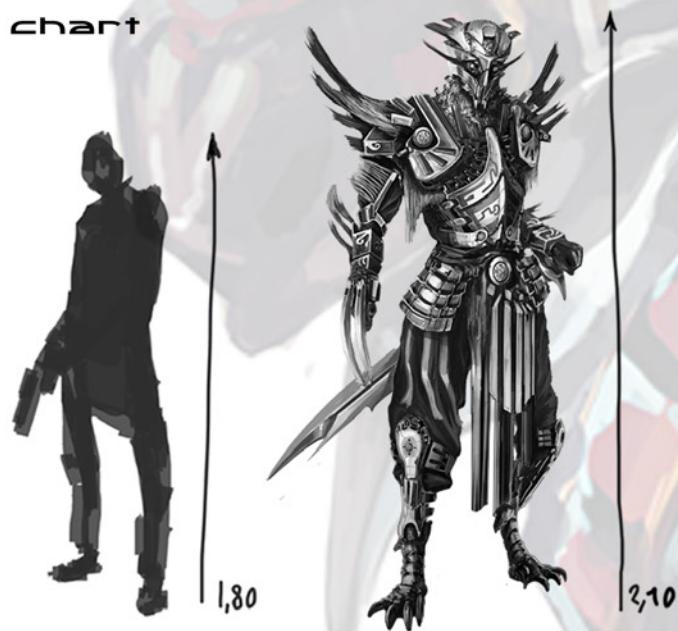
Originally from the inhospitable Northern Wastes on the Hisso homeworld, people have on occasion heard Whitehawk mumbling that «..any frigid hole in the universe is still warmer than home.»



Shkara Wrysteel

While the Hisso generally prefer air combat, Wrysteel had an instinct for ground warfare. After leading a highly successful attack on a well-entrenched United Empire outpost, Wrysteel was one of twenty Hisso warriors to whom a Dust augmentation was proposed—and the only one who survived.

Hisshos Size chart





A group of scientists and explorers who were unhappy with the United Empire hijacked a mission to an outer planet and set up an independent government. Staying a step ahead of Empire ships sent to bring them back, they planet- and asteroid-hopped their way further and further from the Empire homeworld. Finally, at an Oort-cloud distance from the Empire, they lost their pursuers and found some breathing space.

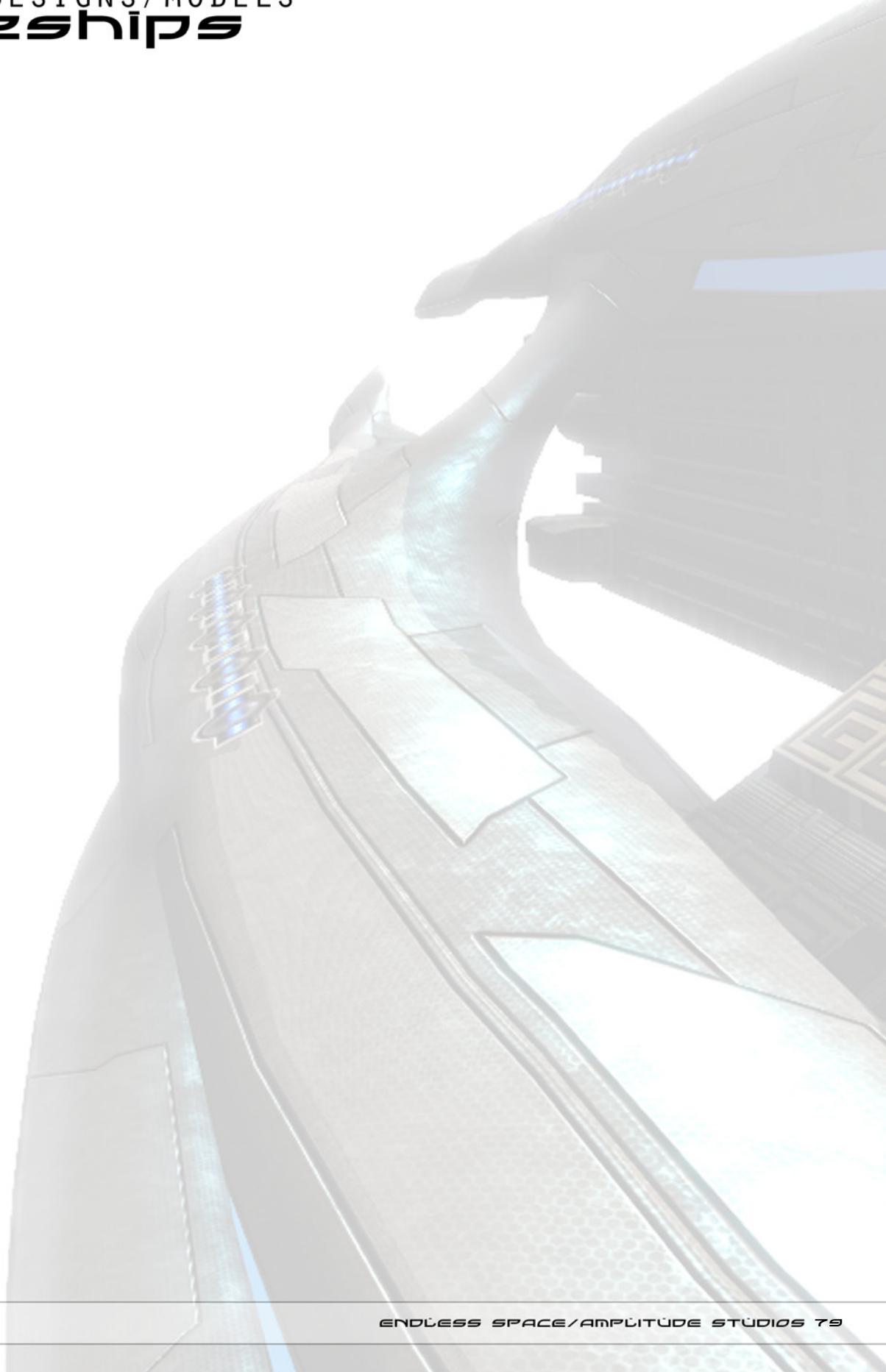
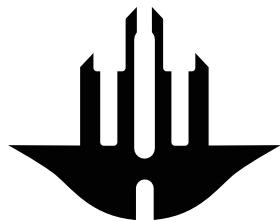
At a critical moment in their development, after an infectious plague and the breakdown of one of their research habitats, they came across a vast trove of Endless artifacts on a large asteroid tagged Rastyn-B310. Dormant and all but ruined, the Concrete technology was still powerful enough to solve many of their problems of structural integrity, oxygen exchange, and waste management. In this case one stroke of good fortune was followed by a second; the cache of artifacts had been tagged and monitored by a Sophon deep space probe, so shortly thereafter the Pilgrims were contacted by that alien space-faring species.

Aided by Endless artifacts and the benevolent and curious Sophons, over the next few decades this splinter group that called itself the Resistance developed a deeply intimate relationship with the technology of the Endless. Living within ever-larger and more complex habitats that were based on or built by Endless technology, the more they learned the more they were awed by the almost magical powers of the Endless.

From awe to worship is a small step, and in doing so the Resistance became the Pilgrims.

The Pilgrims
CHARACTERS AND SPACESHIPS

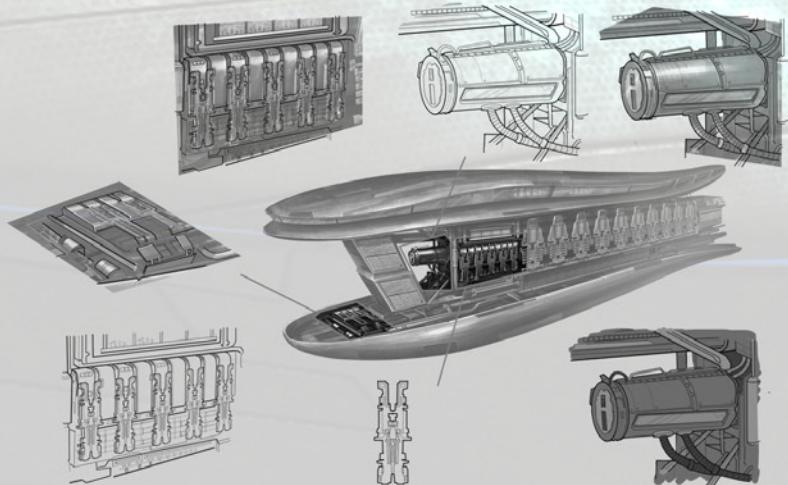
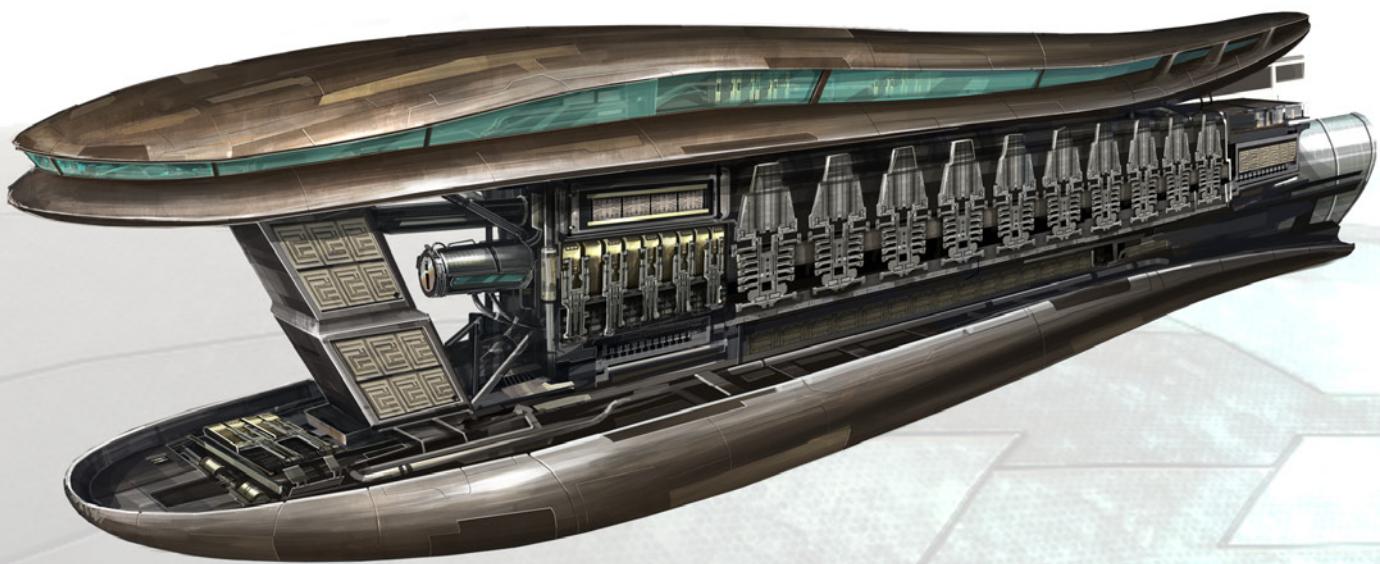
Pilgrims
RESEARCH/DESIGNS/MODELS
Battleships





■ In 53 A.B. (After Breakaway), the Pilgrims succeeded in lifting their entire nation from its asteroid-based colony as a single fleet.

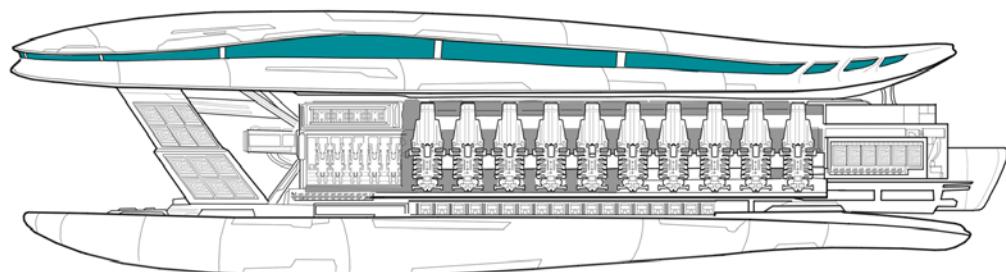
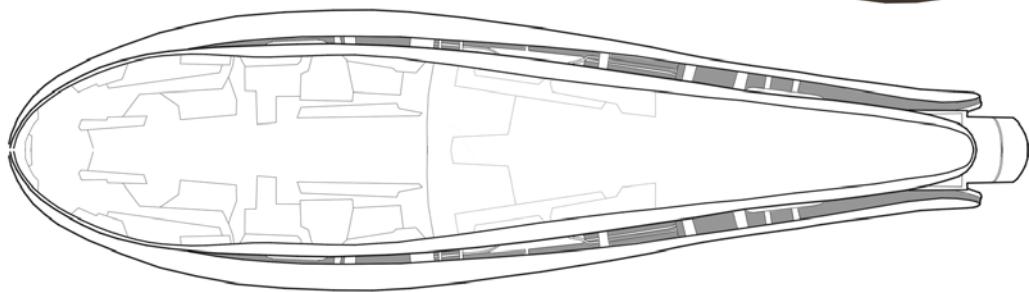
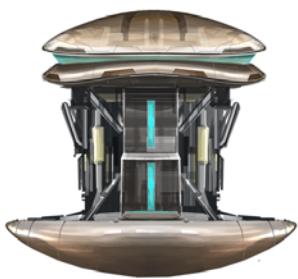
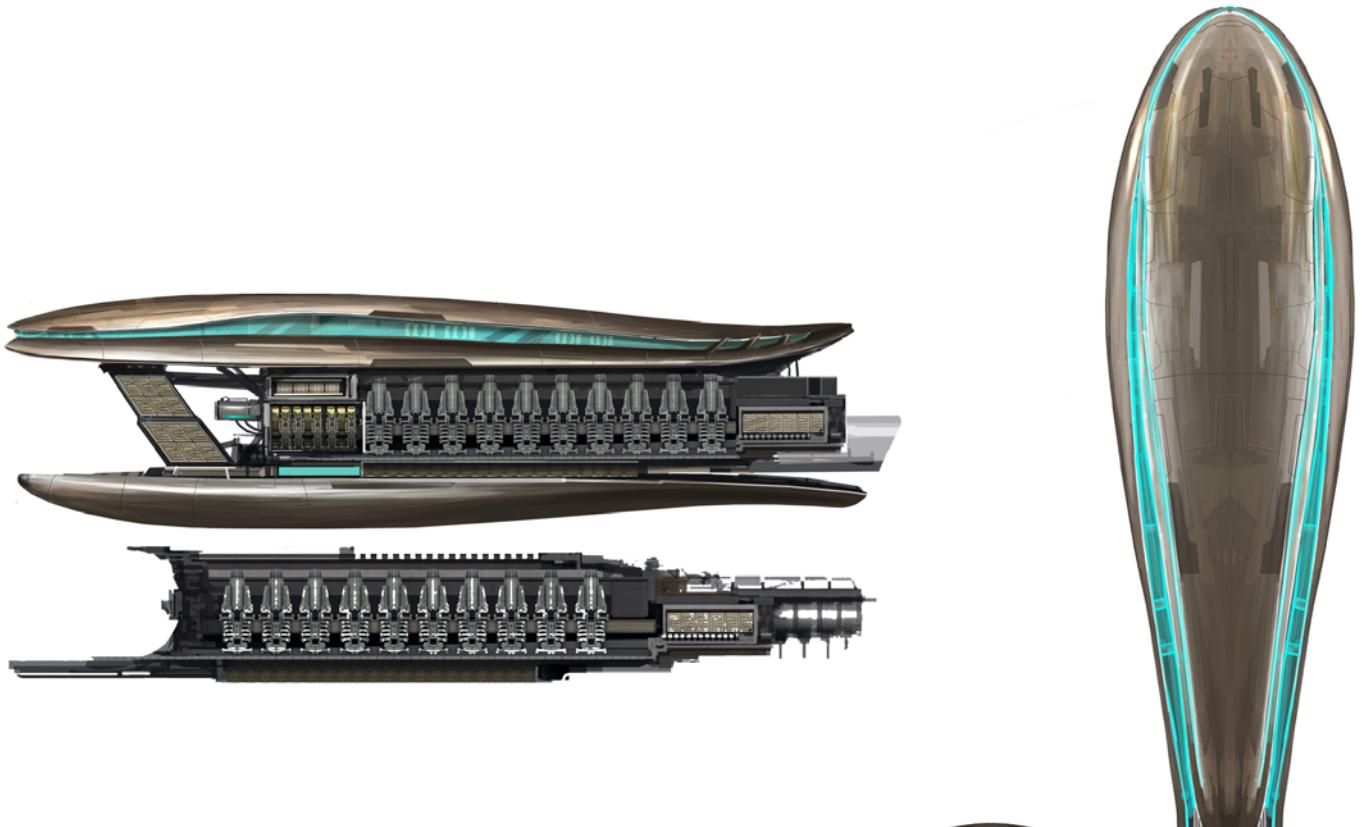


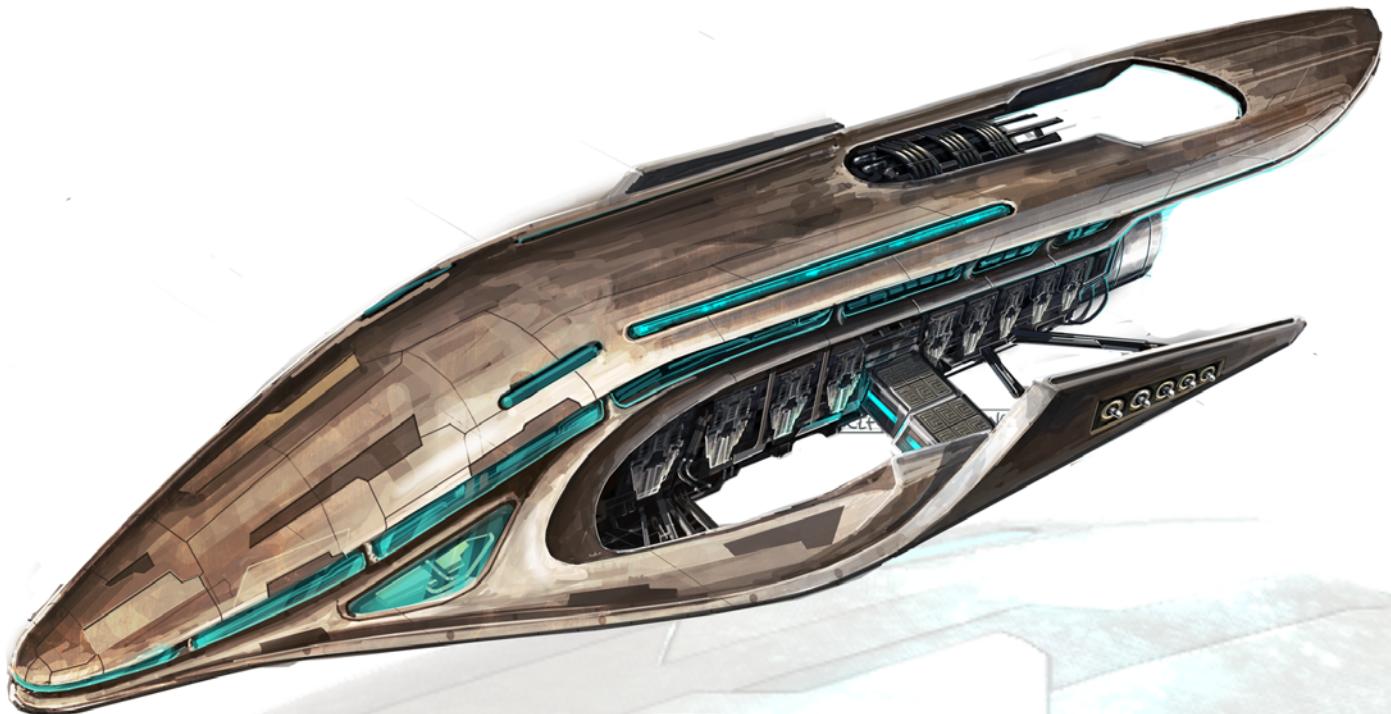


Pilgrim Disciple

In the Pilgrims' galactic search for temples and artifacts left by the Endless, the Disciple-class ships are of great importance. Developed to scout and survey, these hulls are designed with improved range and sensor capabilities. While their preferred role is in tracking the Endless, they also have a more pragmatic one in fleet scouting and defense.

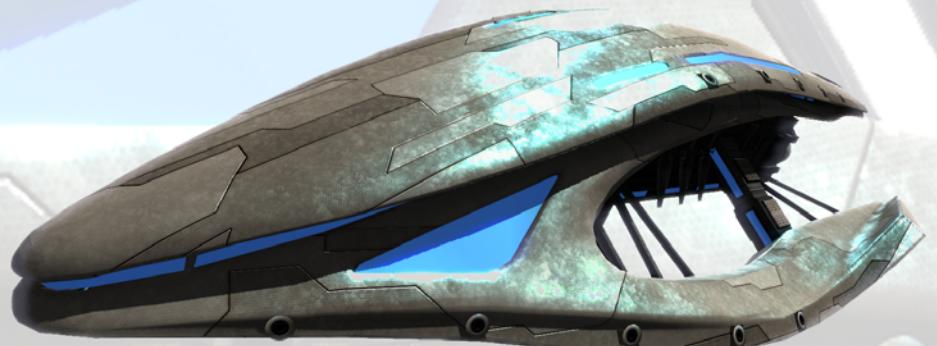




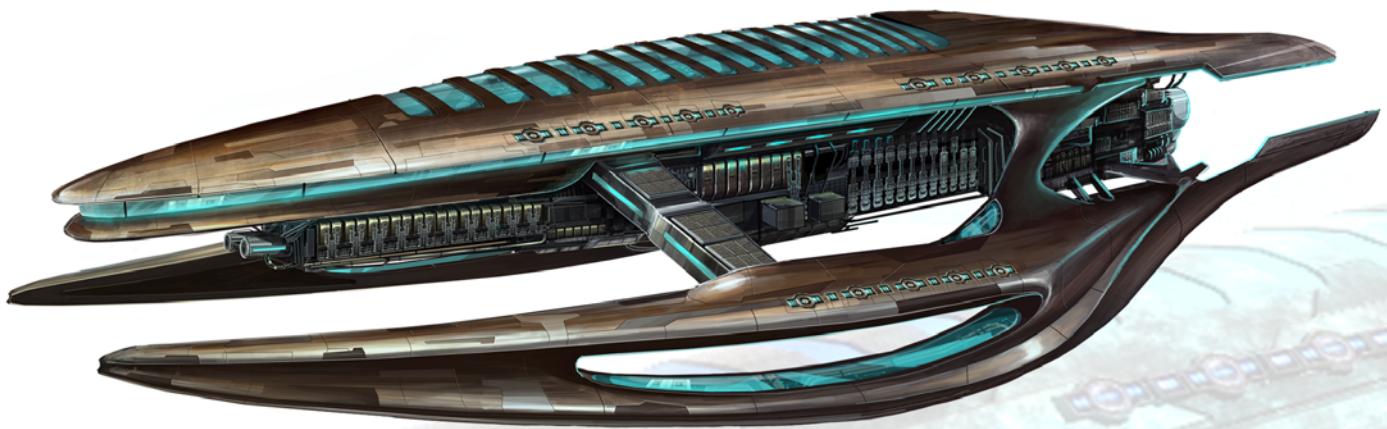


Pilgrim Vindicator

As a breakaway faction that spurned the United Empire, military conflict is a fact of life for the Pilgrims. The Vindicator hull was an early design -- and the first co-developed with the Sophons -- created to defend against Empire incursions. Optimized for weapons systems, the Vindicator is a first line of offense and defense for the Pilgrim worlds.

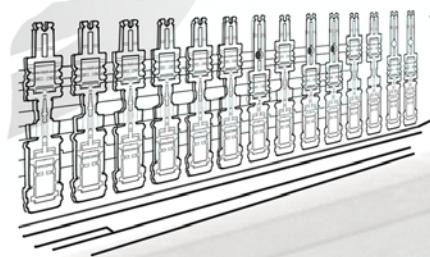
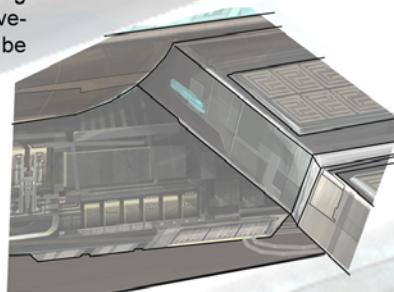
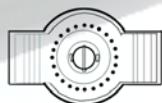


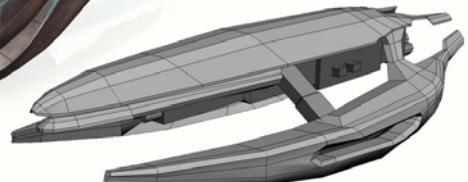
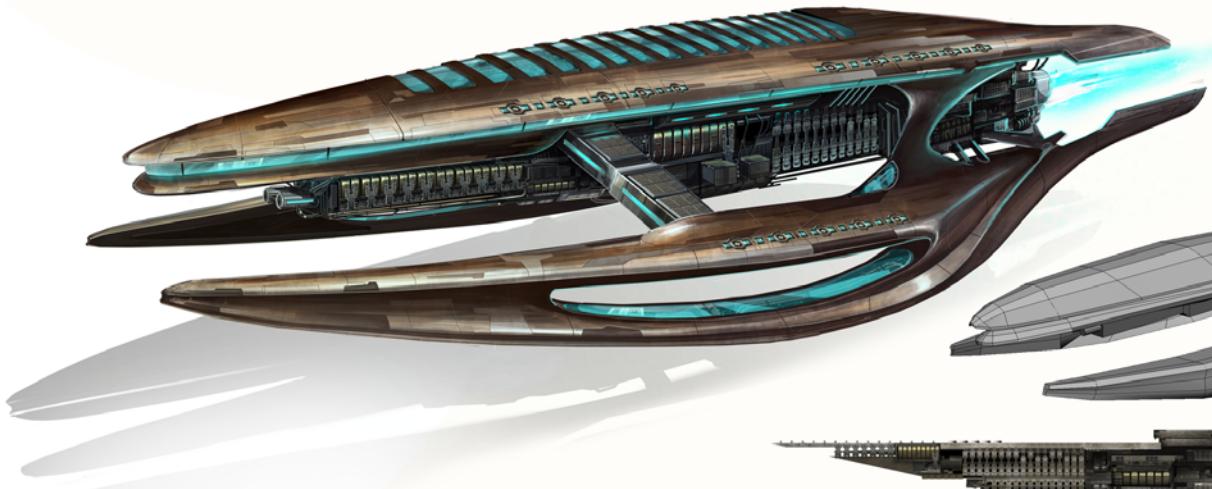
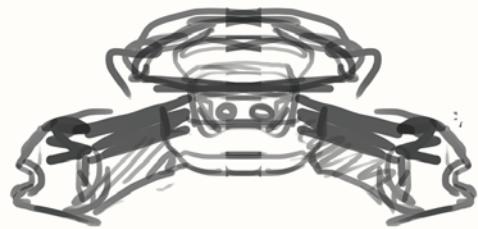




Pilgrim Reliant

The Reliant platform was designed for a deep space infrastructure and exploration operations. Specifically created to carry improved power and defense systems, it also contains batteries of mechanisms for deploying tools and materials needed for null-gravity construction and biosphere development. These have a dual purpose, as in wartime the systems can be converted to planetary invasion weaponry.

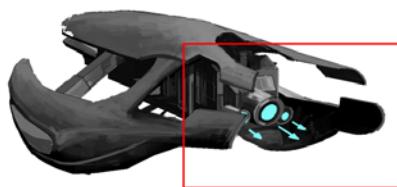




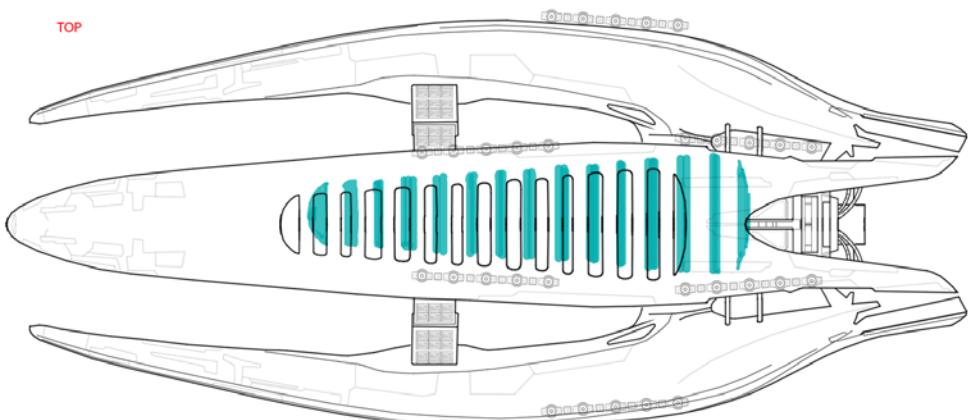
RESISTANCE



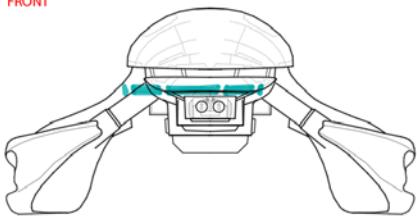
TOP



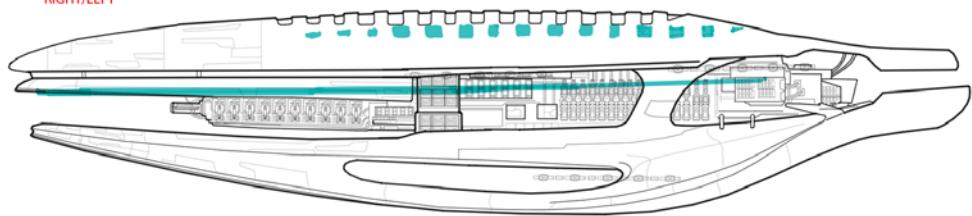
Reacteur 3/4 Back

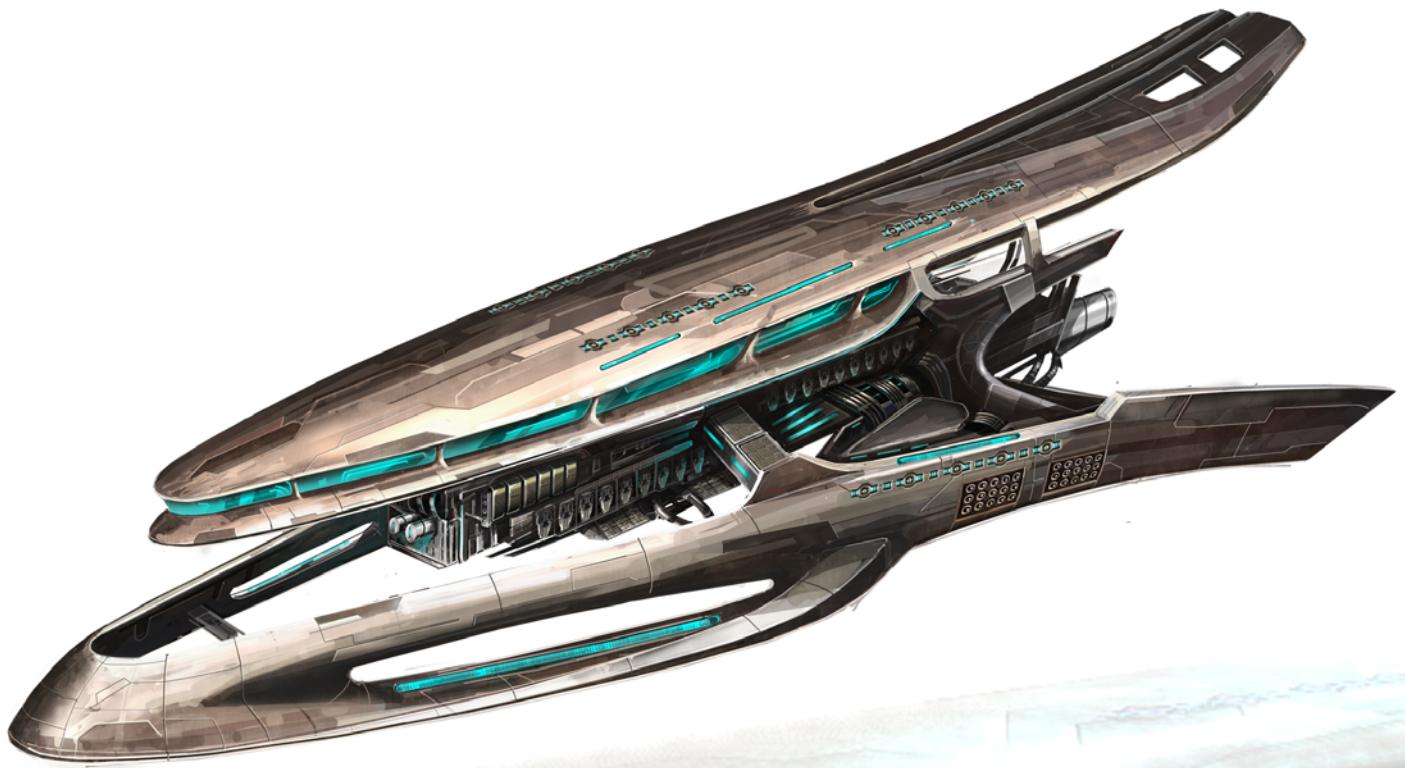


FRONT



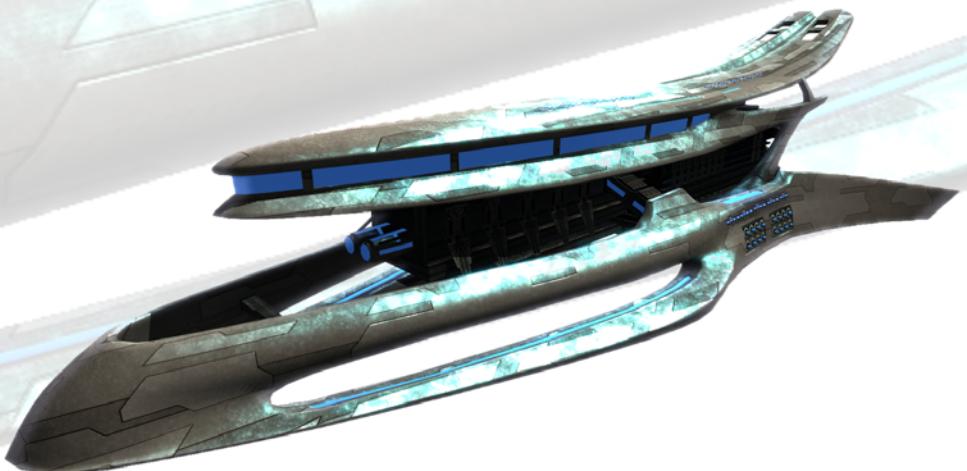
RIGHT/LEFT

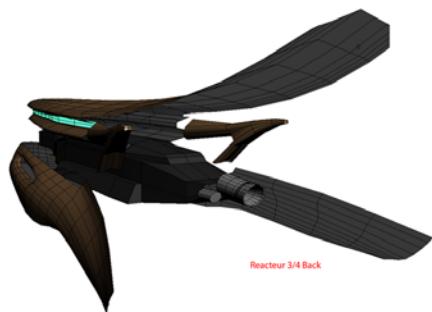
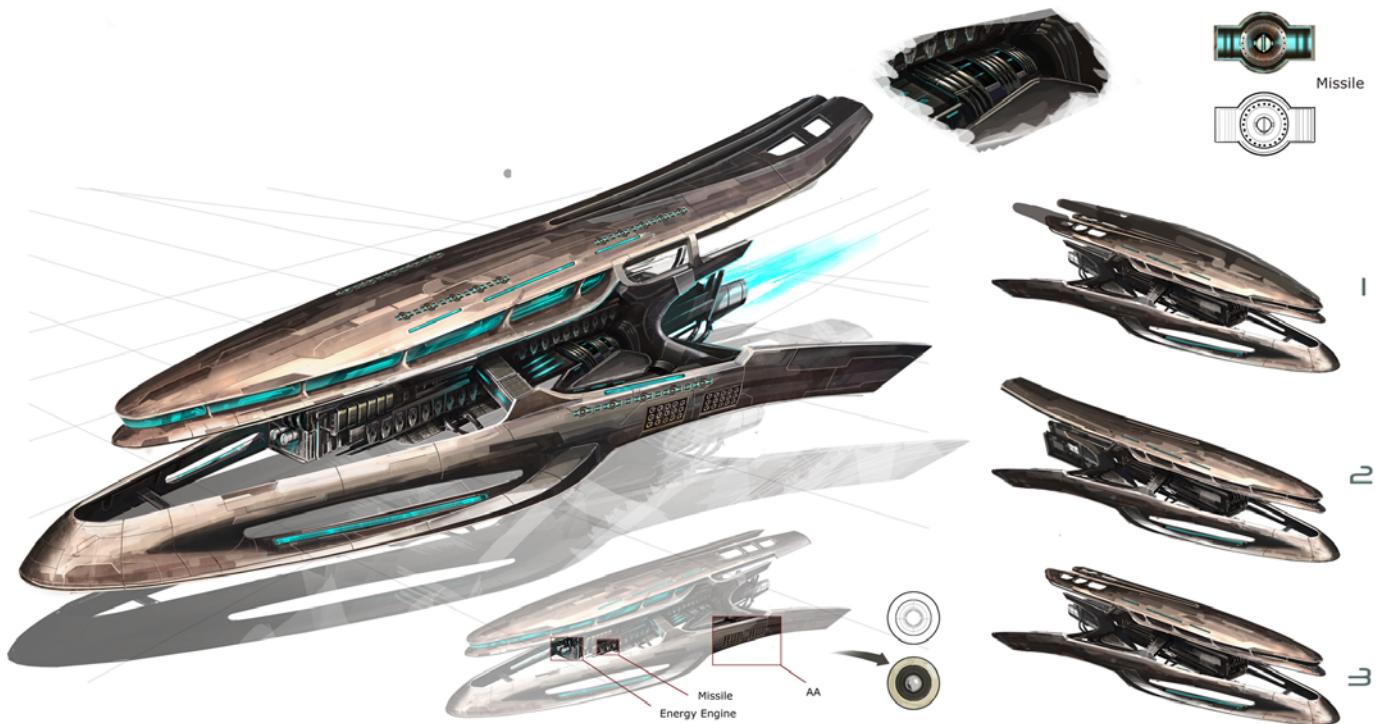




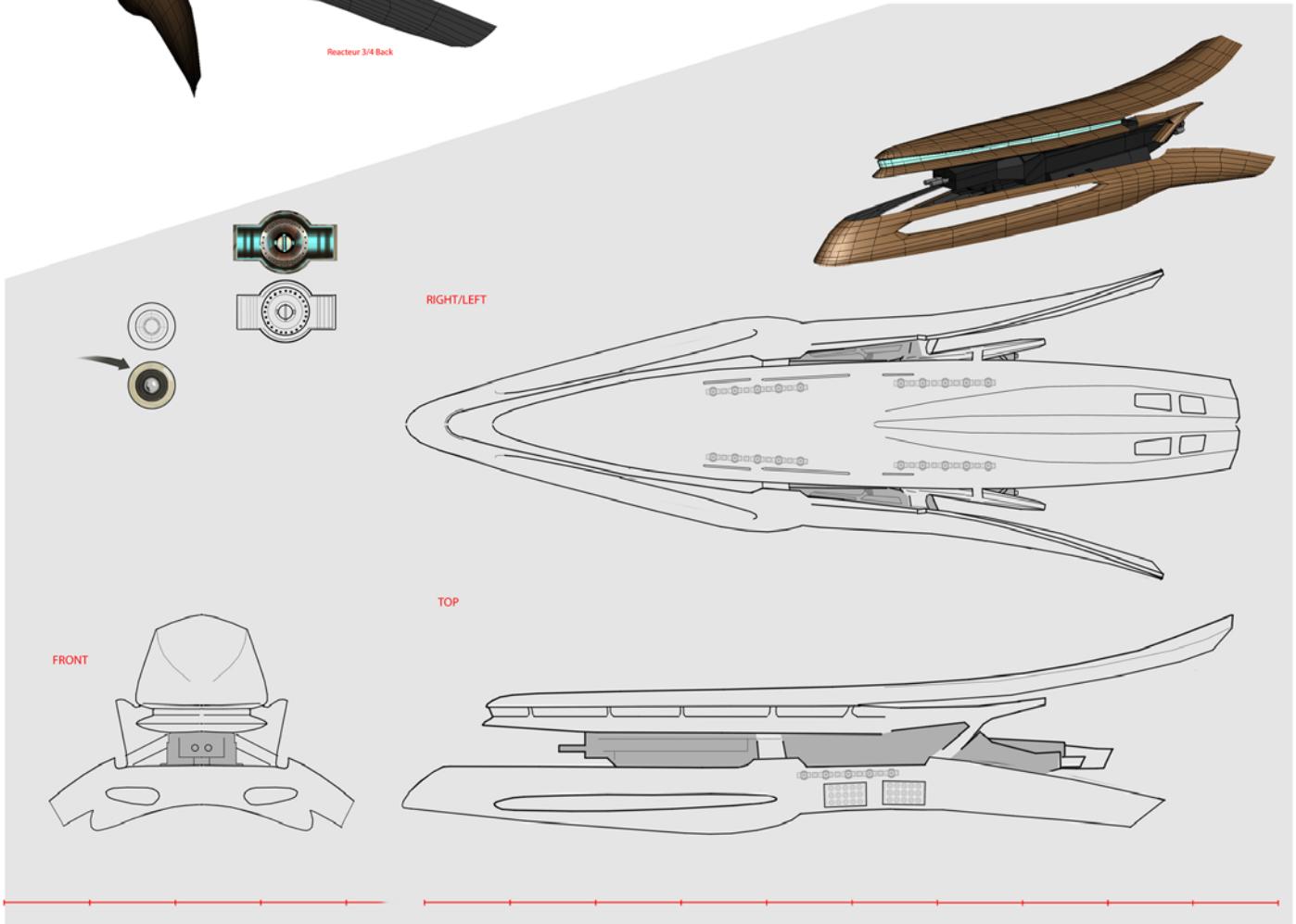
Pilgrim Valiant

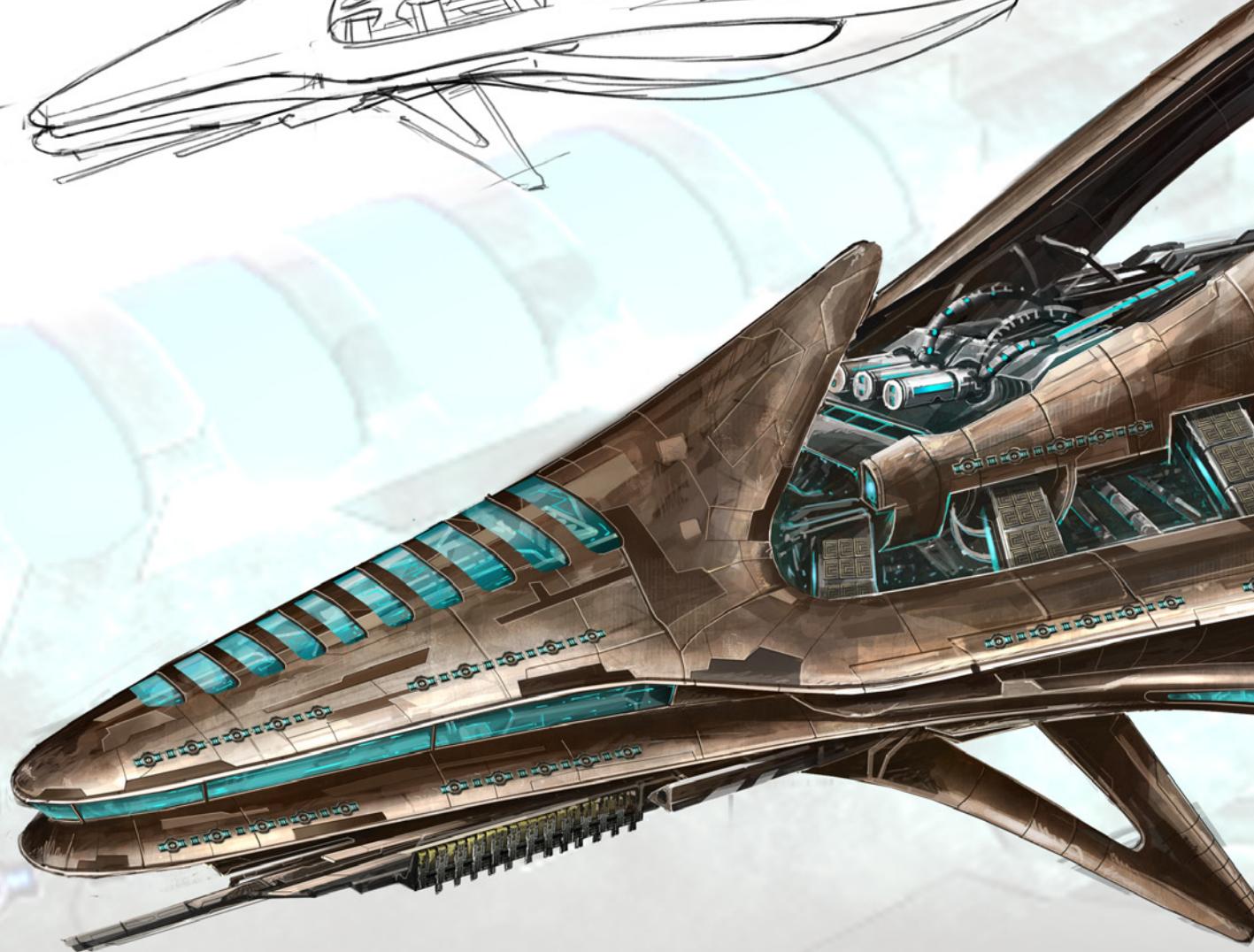
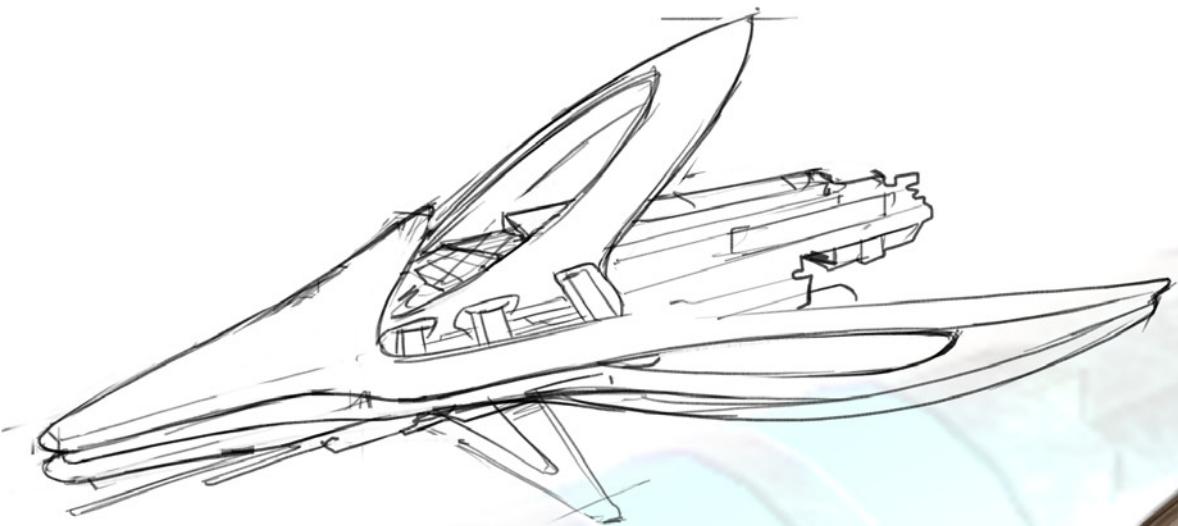
The Pilgrims are a nomadic people, able to relocate their entire population from one star system to another. For these and other operations a strong defensive deterrent is needed, and this is why the Valiant-class ships were designed. With strong bonuses to armor and defensive systems, Valiant vessels play a key role in the on-going nomadic travels of the Pilgrims.





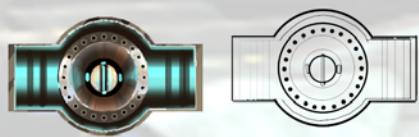
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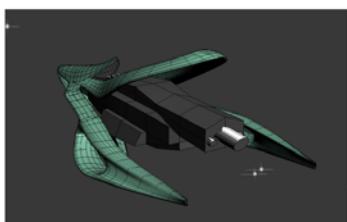
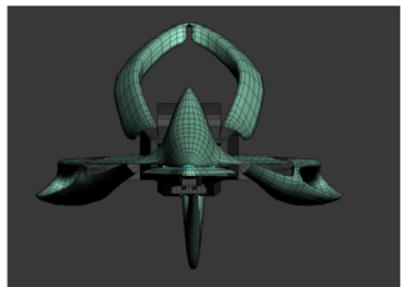
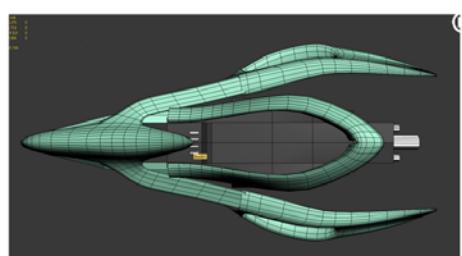
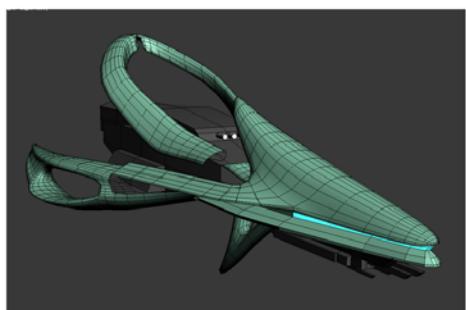
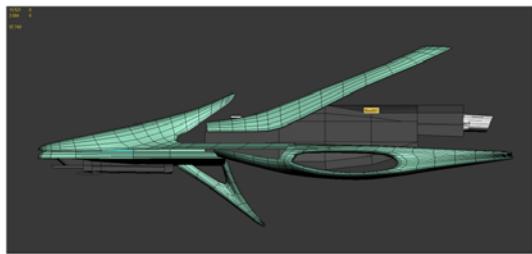


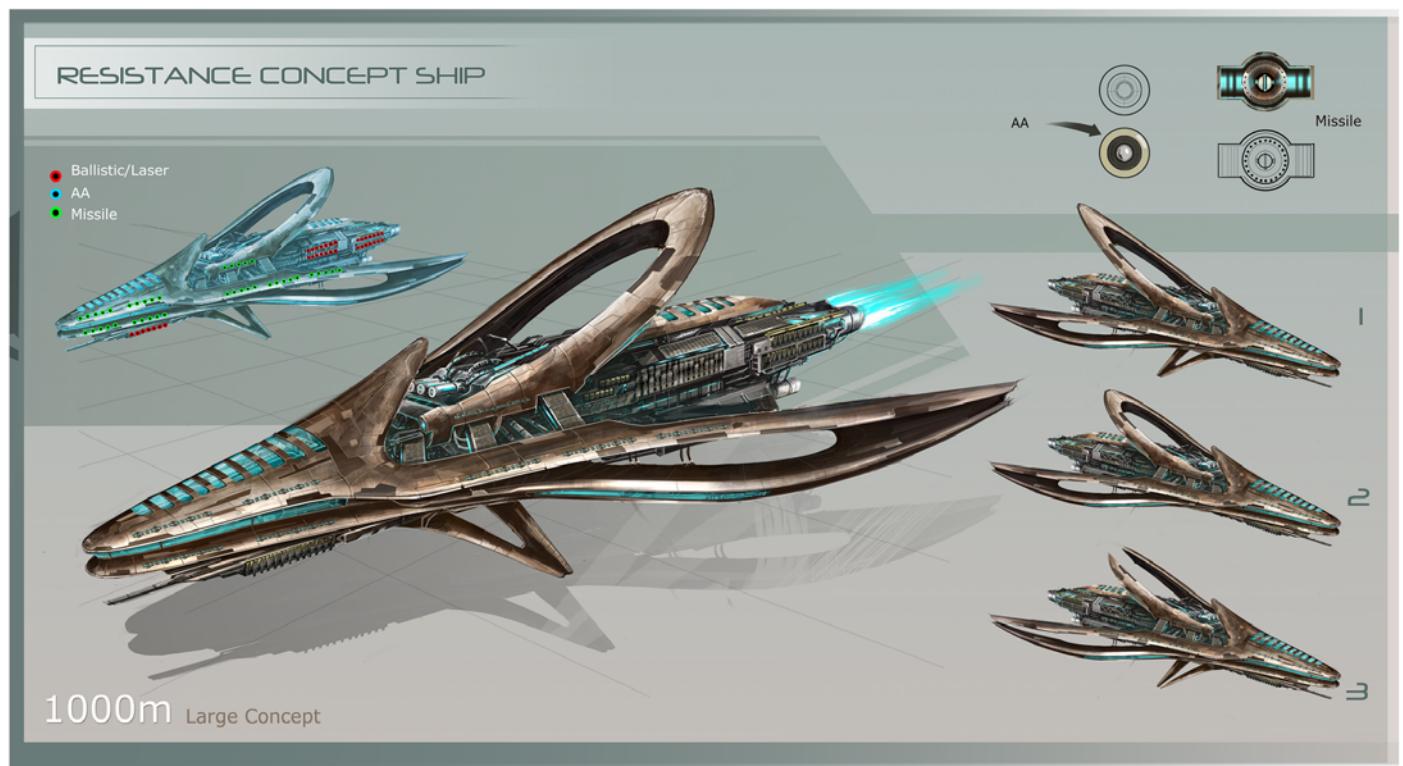
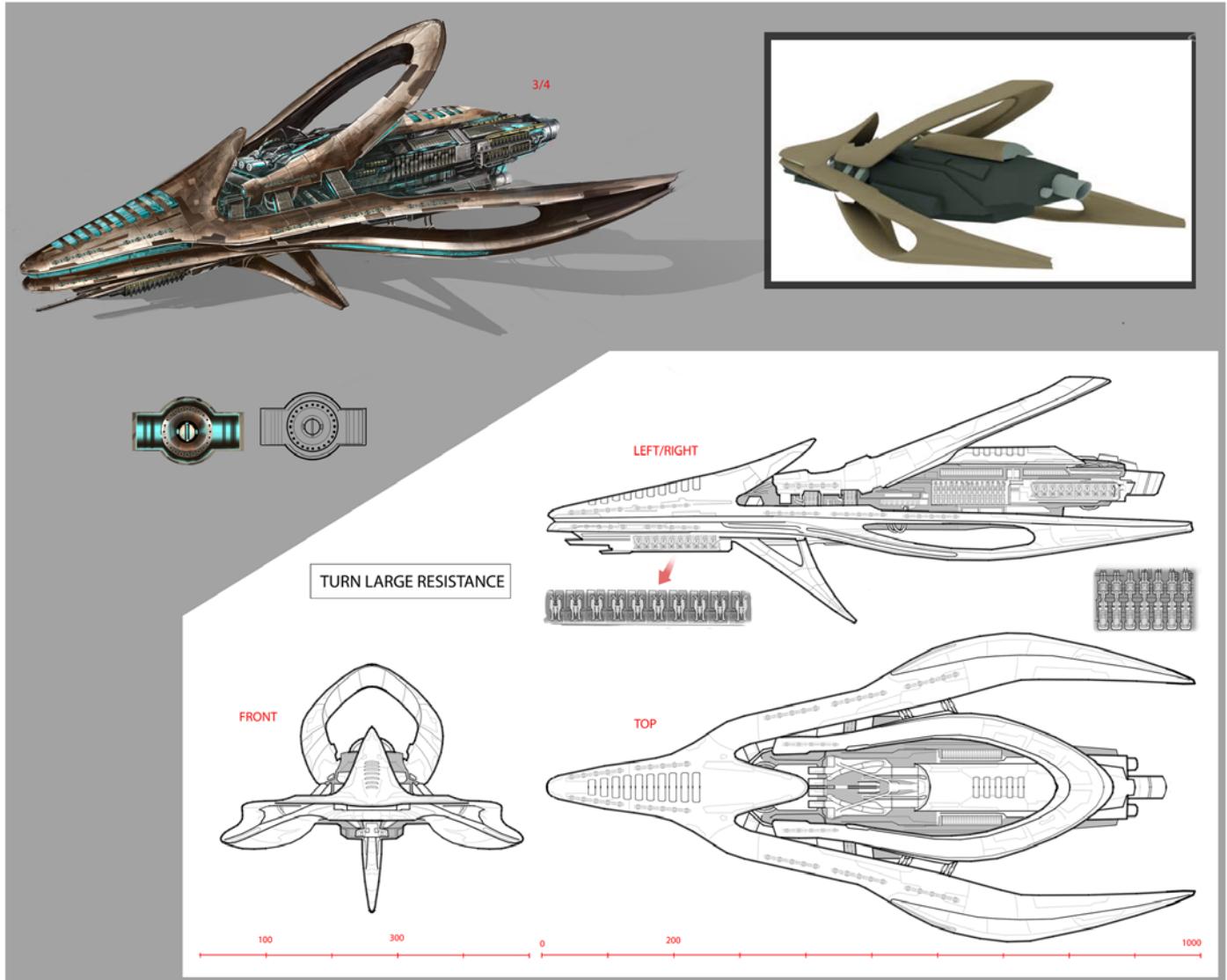


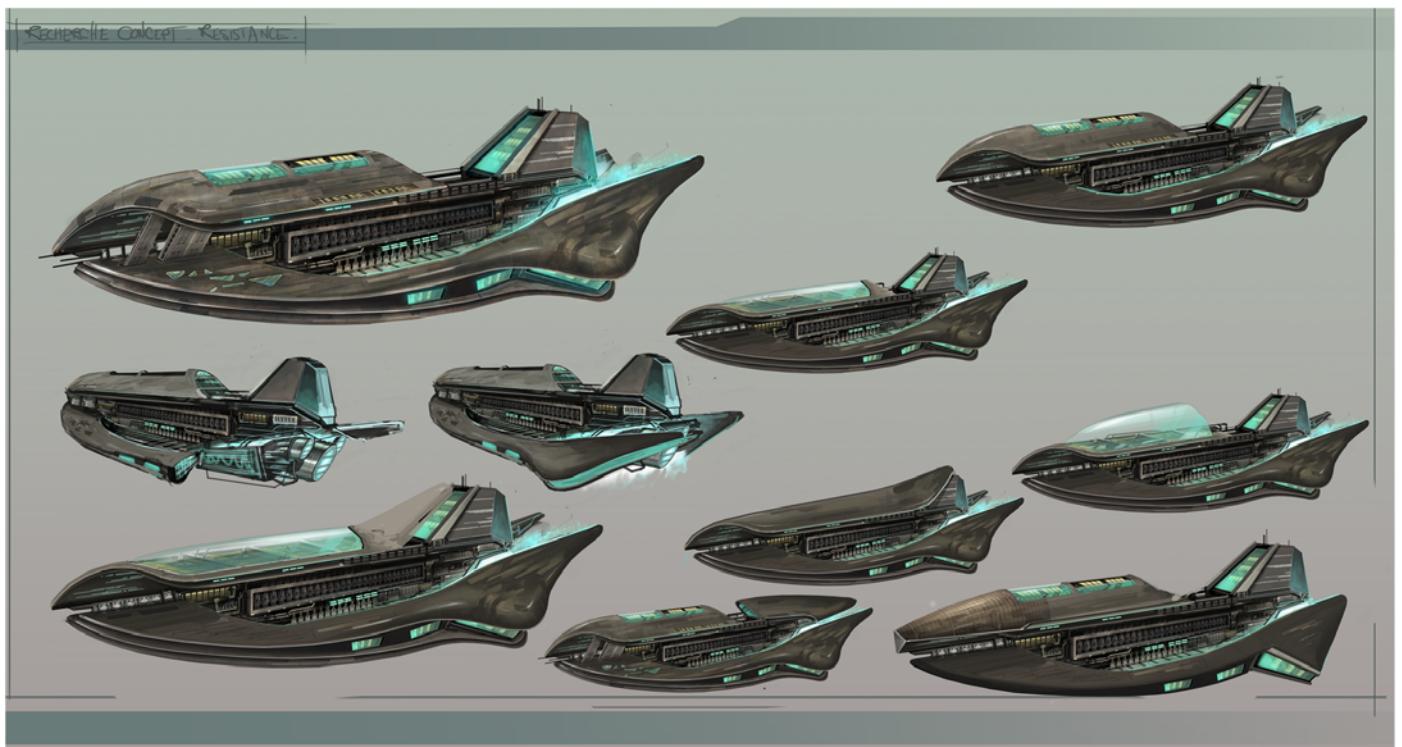
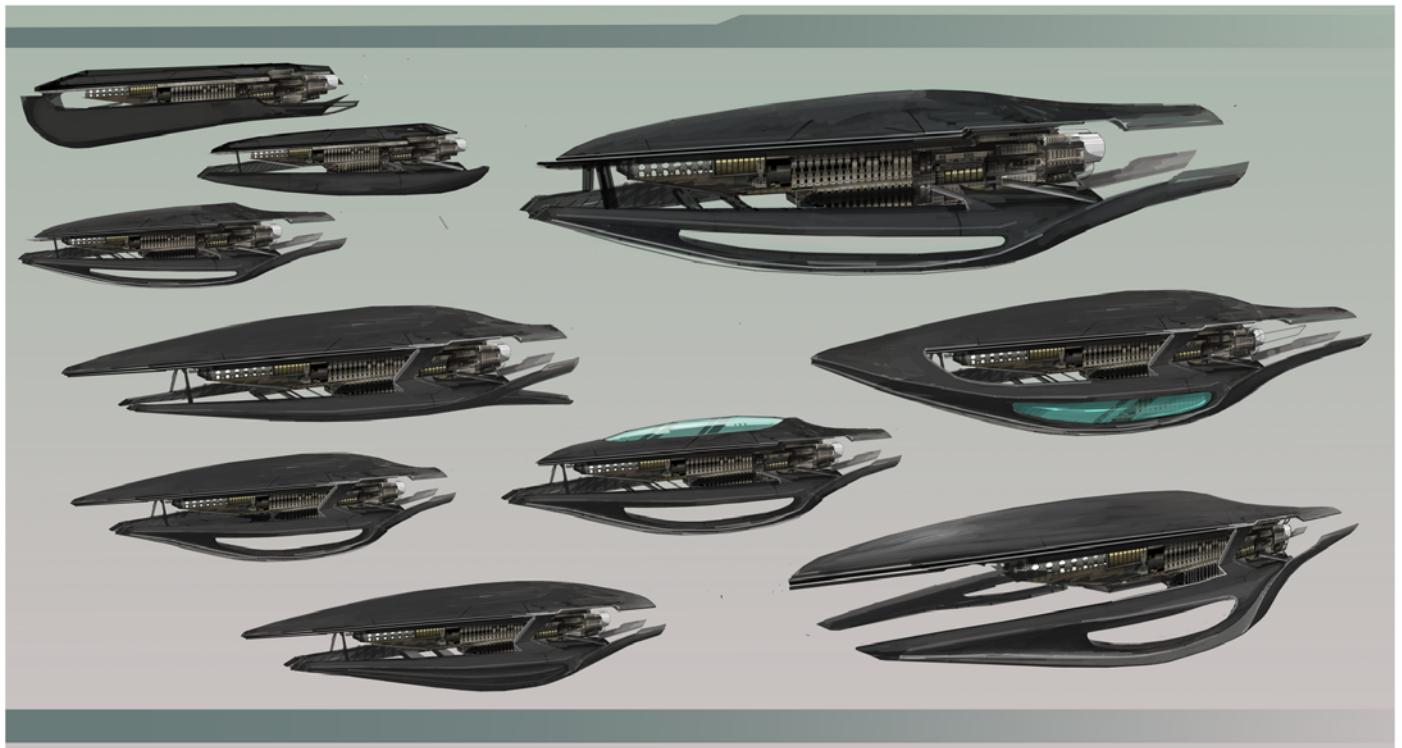
Pilgrim Paladin

An enormous platform with double the capacity of any other ship in the fleet, the Paladin-class ships provide great capacity for the interstellar operations of the Pilgrim society. Whether for migration, warfare, or exploration, Paladin hulls are a jack-of-all-trades. Like all Pilgrim ships, however, their total capacity is somewhat less than similar hulls of other factions as Pilgrims have a natural tendency to minimize the use of scarce and precious materials.











Pilgrims RESEARCH/DESIGNS Characters



■ A scene that is often repeated in lore and science, this is an image of the Resistance search party that first found the cache of Endless artifacts



Pilgrim Society

As a society the Pilgrims prize ingenuity, integrity, and perseverance, and their society is founded on an unshakable faith in the benefits of technology. Their structures are loose and ever-changing; while people and habitats move and evolve the things that are eternal are research, engineering development, and constant efforts to upgrade, improve, and secure their systems and habitats.

Schooling is important and respected; the educational system is informal but researchers at all levels welcome discussion and experimentation with students. As with the rest of society, little of the structure is formal and bureaucratic. Only in their centers of meditation and study of the Endless is there a trace of hierarchy and formality, but this is due to the desire to centrally manage and coordinate this critical work.

The Pilgrim 'religion' is difficult to understand for an outsider. It can best be explained as a firm belief that the Endless and their Dust touched something deeper and more permanent than technology. It is true that once an initiate receives the Dust tattoos, they seem to see and understand things that others do not...

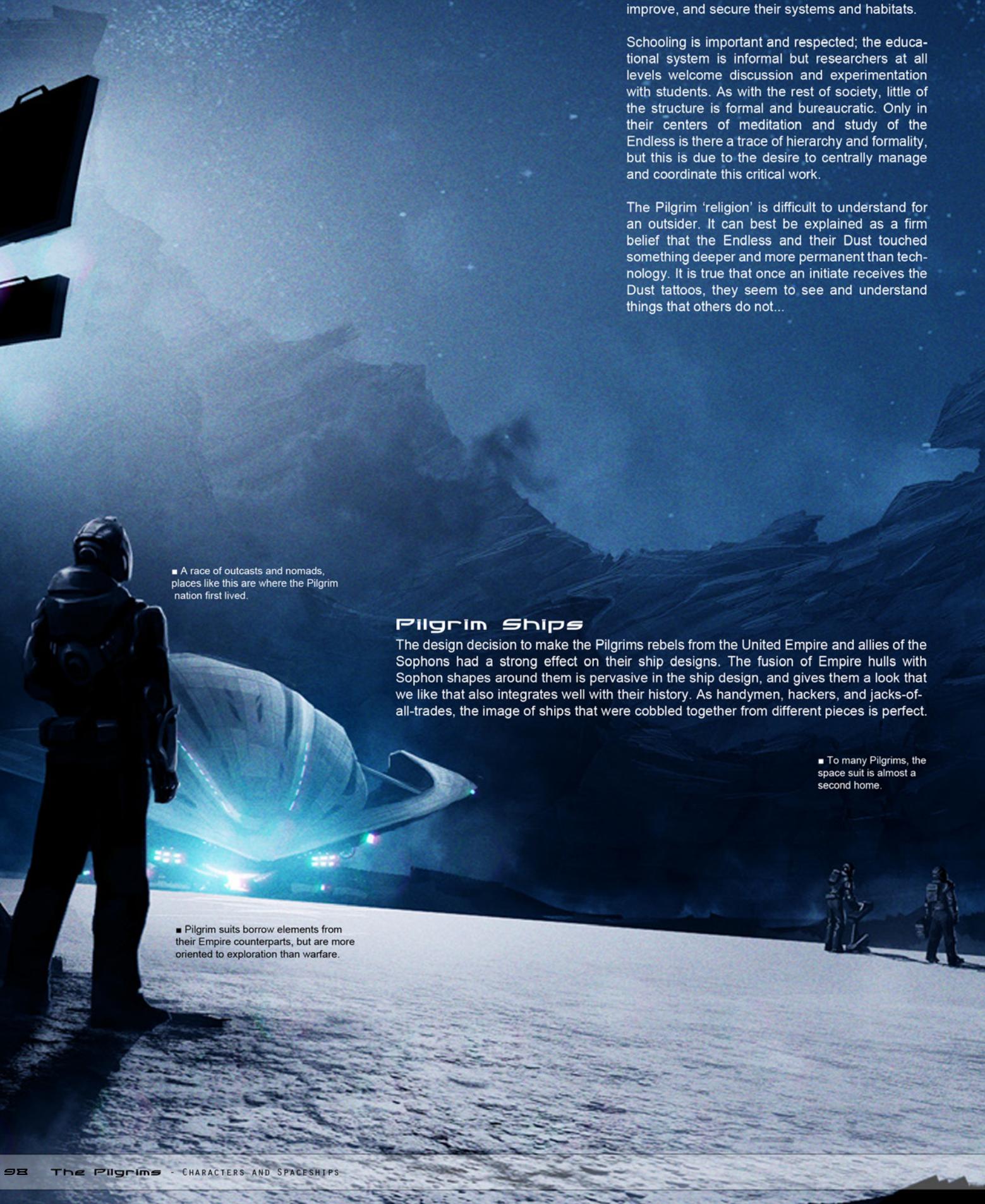
■ A race of outcasts and nomads, places like this are where the Pilgrim nation first lived.

Pilgrim Ships

The design decision to make the Pilgrims rebels from the United Empire and allies of the Sophons had a strong effect on their ship designs. The fusion of Empire hulls with Sophon shapes around them is pervasive in the ship design, and gives them a look that we like that also integrates well with their history. As handymen, hackers, and jacks-of-all-trades, the image of ships that were cobbled together from different pieces is perfect.

■ To many Pilgrims, the space suit is almost a second home.

■ Pilgrim suits borrow elements from their Empire counterparts, but are more oriented to exploration than warfare.





■ Humanoid like the United Empire, Pilgrims nevertheless have a distinctive style of clothes and are differentiated by their tattoos.



Pilgrim's leader

The Pilgrim nation is roughly a century old, which makes it very young in the universe. However, their knowledge of the technology and history of the Endless has given them a confidence and serenity beyond their years.

The current leader, Kamau Savasbat, is a man of passion and drive – if not obsession. Dust-tattooed to improve his charisma, mental acuity, and sensitivity to Endless artifacts, his drive to learn and discover is capable of moving billions of people.

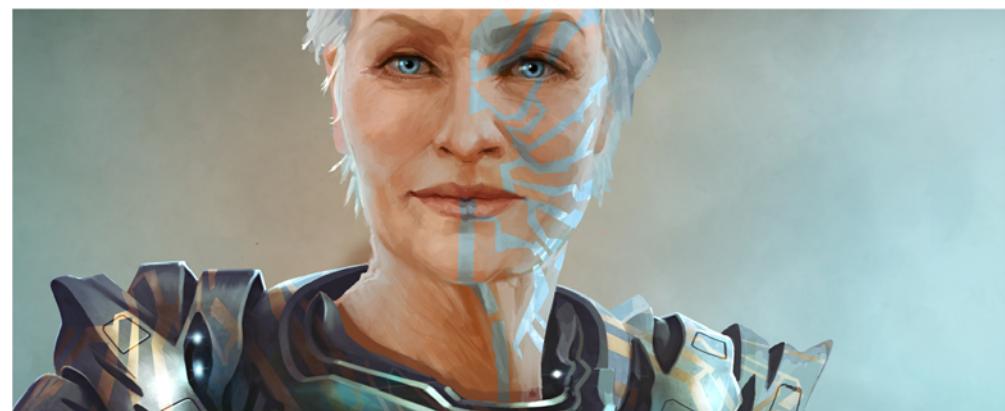


■ The thrill and dread of discovery...

Oyita Nilfey

Nilfey led a team of experts in Imaging & Particle Systems from the department of Probe & Live Exploration. A natural leader with a sly sense of humor, she encountered Dust while investigating a Endless temple. Enhanced by its capacities, she decided to enter the Academy and learn more of Dust and its uses.

Bright, hard-headed, and unforgiving, those who can put up with her find her skills worth it.



Worne Karga

Karga learned how to run a colony during the difficult closing months of the Second Separation War. Surviving blockades, invasion, and assassination attempts, she gained the nickname «The Iron Prof.»

While her skills at ground warfare are respectable, she truly excels in the development of scientific research stations and converting their output into money.

Gero Kartal

Smart, subtle, and dangerous, at least three clients have hired Kartal so that their enemies could not. Clever, wily, and very efficient on defense, he was key in forcing a stalemate when working for the outnumbered and outgunned Jabhat Colonists' Collective.

It was simply a business deal when he left them to work for a higher bidder, leaving the Colonists teetering on the brink...



Therna Ubantri

Ubantri led a small team that wrote a paper convincing the United Empire of the economic inefficiency of using slavery as a Human Resources policy. As a result she was put on the corporate Wanted list for that effrontery, and subsequently fled and joined the Pilgrims. Intensely committed to the human condition and the dignity of the individual, she has never failed to do what she believes is right.

Pilgrims Size chart



The visual style of Horatios is entirely the fault of Horatio. As the founder and leader of this society of clones, his DNA is also the template from which the others are created. Therefore, for both genetic and political reasons, his personal mark can be found in every branch of design. In addition, when a person with far too much money goes off the deep end and decides to recreate the entire galaxy in their own image, it's a fair bet that the image in question will be a mix of many different influences.

Seeing himself as a glorious leader of a glorious empire, the personal style of Horatio leans toward being exotic, expensive, and extreme. Layers of brocaded cloth with spurious additions that seem almost medieval are therefore entirely normal. Elongated necks and bald heads frame facial tattoos that show personal taste but also express rank. Other Horatios seek to imitate and flatter the original, creating a vast apparel industry that rises and falls on the whims of a single person.

Certain of his genius and talent, Horatio also keeps a firm grip on the design and creation of ships. The materials, forms, and designs used for spacefaring vessels must therefore have his approval before they can be put into production. As a result, Horatio ships are better known for their looks and elegance rather than their practicality and efficiency.

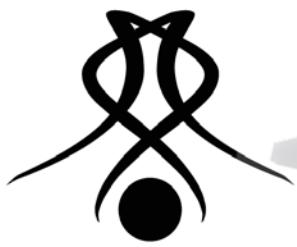
Though hardwood floors and mosaic tiles may make the ships impractical and expensive, for Horatio beauty is always worth some sacrifice.



Horatios
CHARACTERS AND SPACESHIPS



Horatio
RESEARCH/DESIGNS/MODELS
Battleships





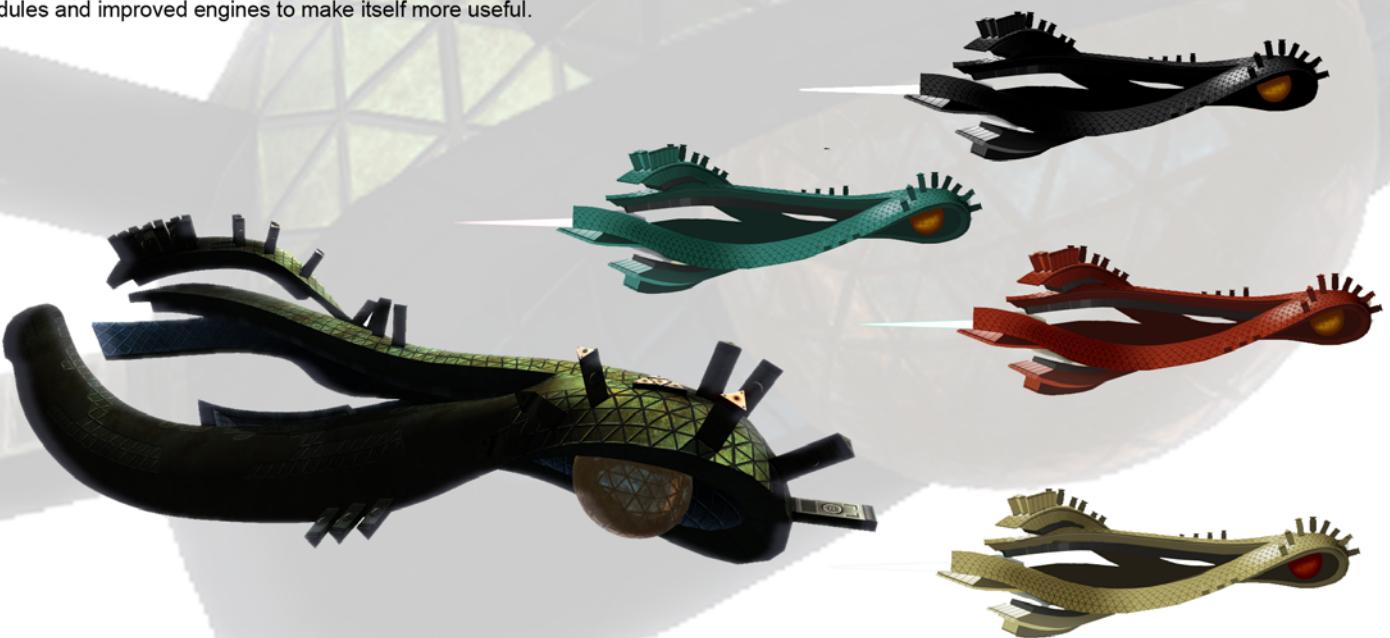
■ A Horatio fleet engages its enemies high above a giant tundra planet.

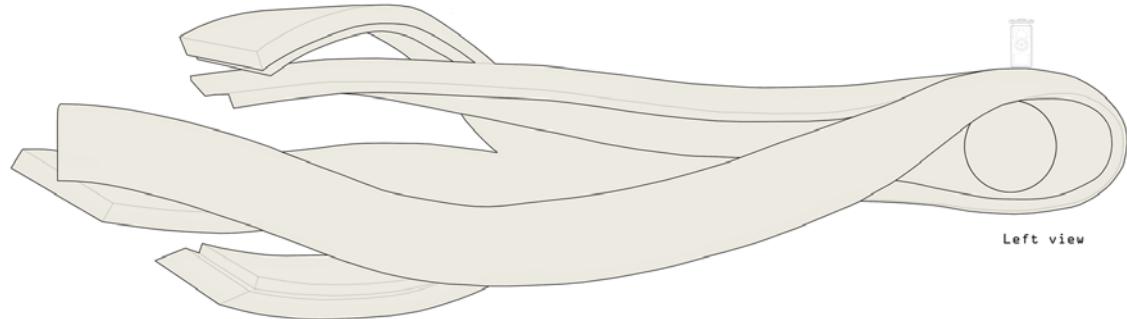
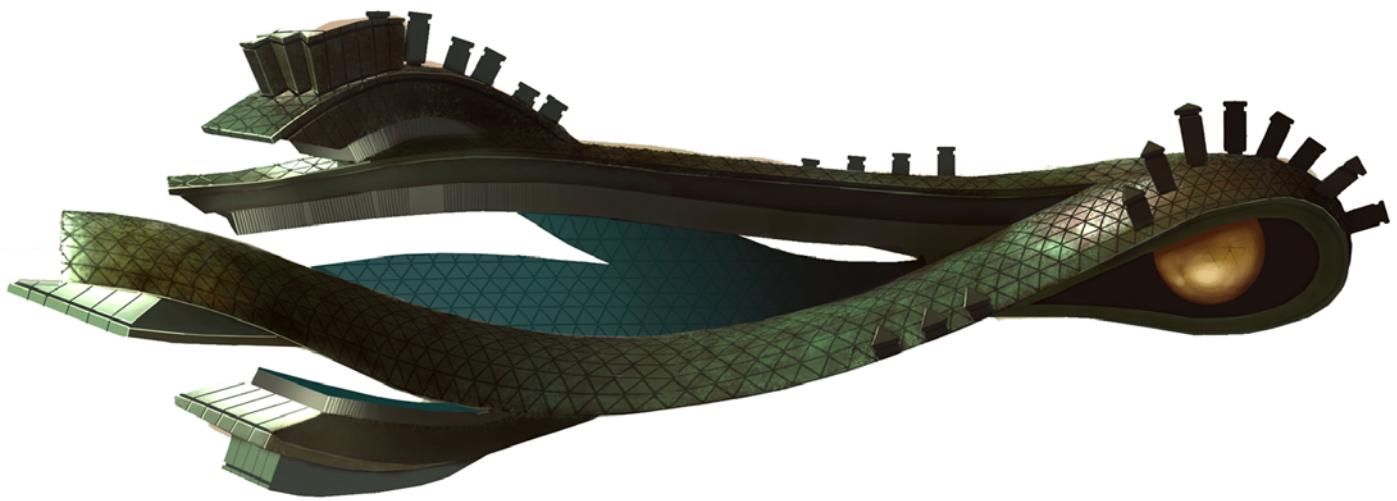




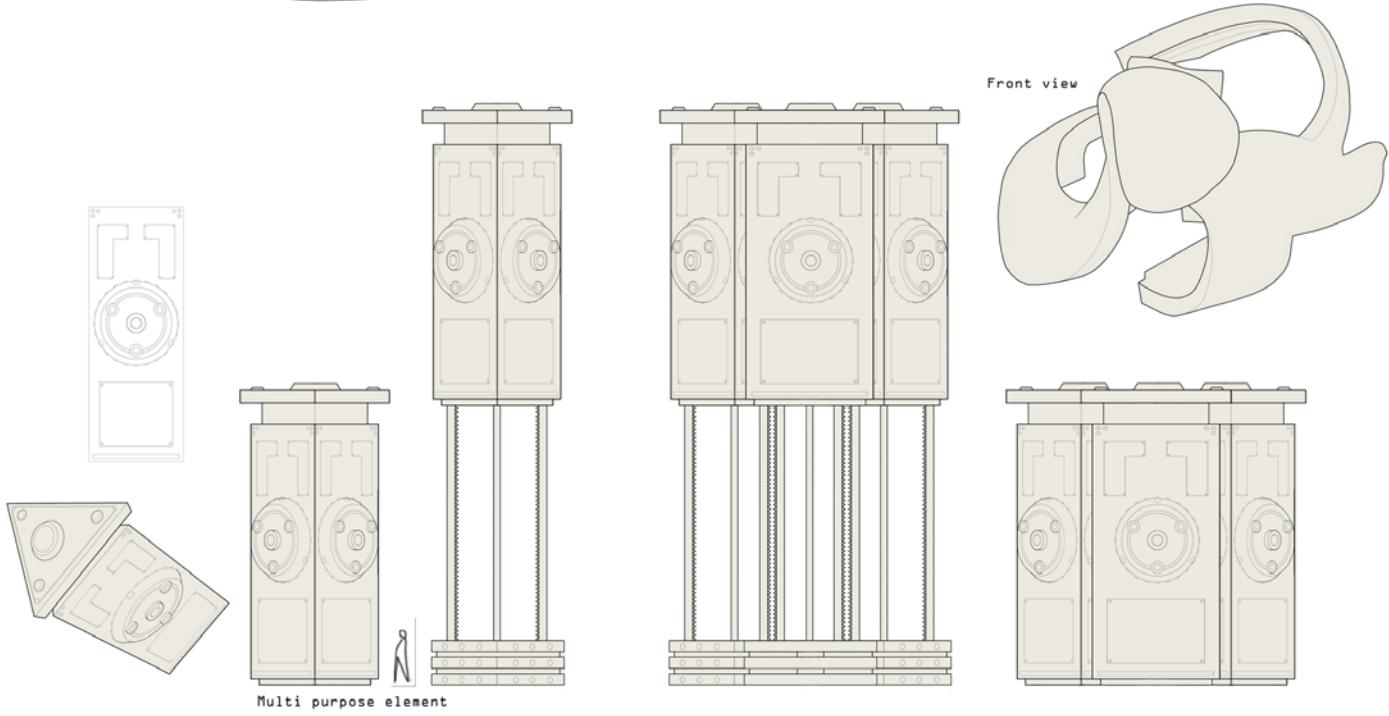
Horatios Baro

The ship is named for the lowest aristocratic rank in the Horatios' society. As such, it is a search and exploration ship because -- like its namesake -- it is always being sent away to do errands for someone else. Much in the way a lowly noble will gain expertise in some area that gives them value in the eyes of their superiors, the Baro has been designed to accept long-range sensor modules and improved engines to make itself more useful.





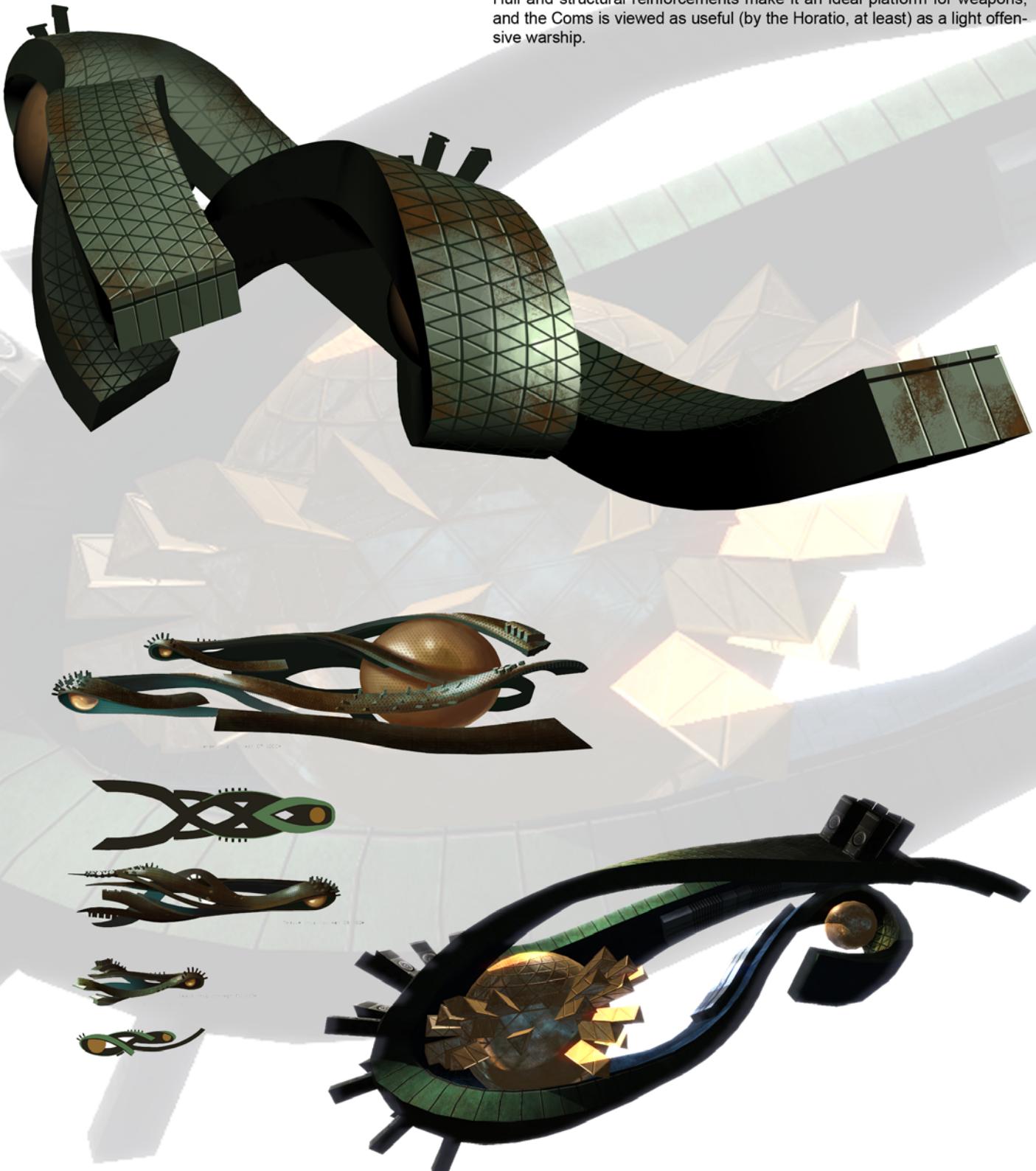
Left view

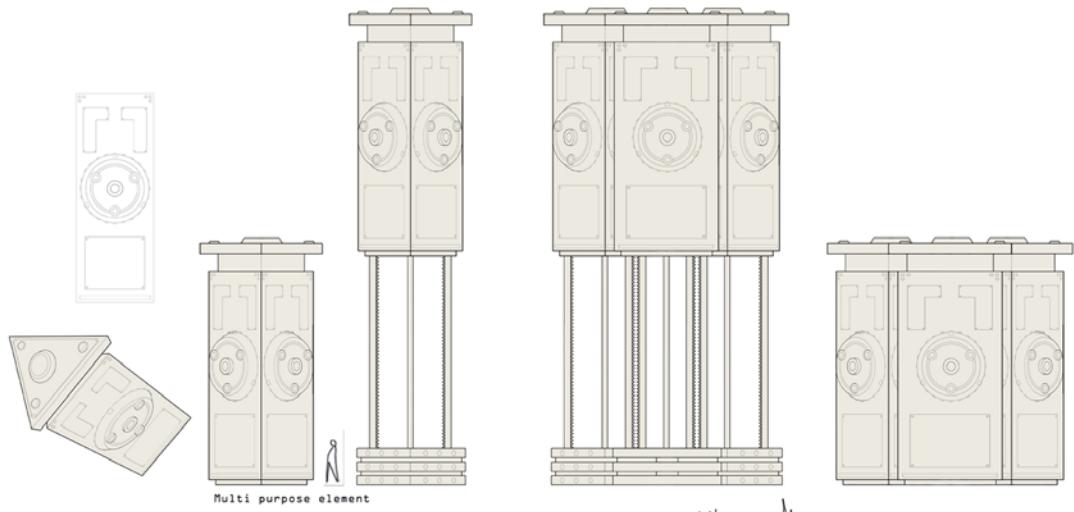


Front view

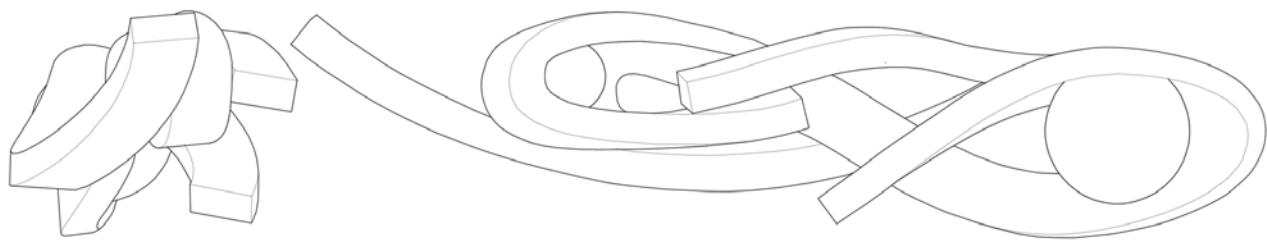
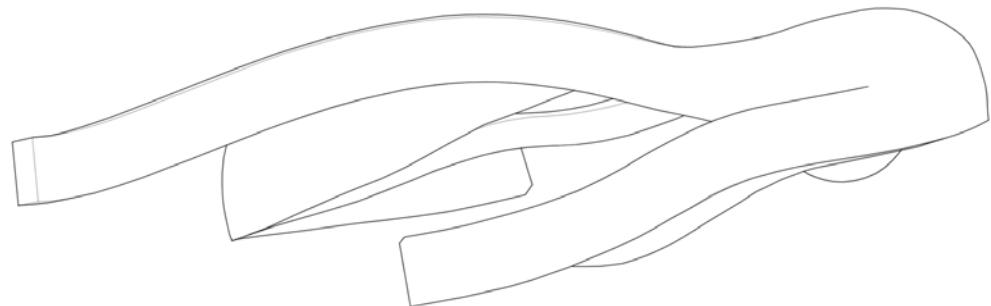
Horatios Coms

A step up from the lowly Baro, the Coms is named for lower nobles who are expected to have some skill in traditional fencing. Though 'fencing' in the Horatio society is more like a mix of formal dance and poetry recitation, the Coms vessel nevertheless has been designed for more pragmatic conflict. Hull and structural reinforcements make it an ideal platform for weapons, and the Coms is viewed as useful (by the Horatio, at least) as a light offensive warship.





The entire hill is made
of this pattern

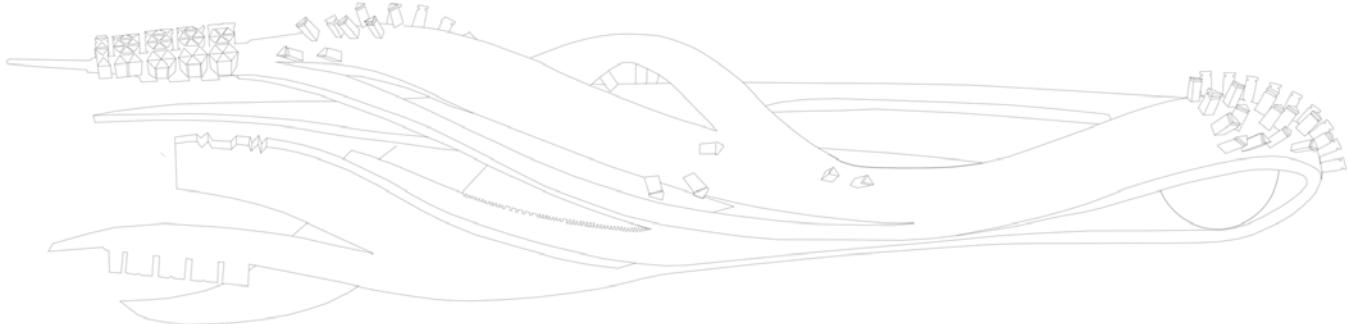
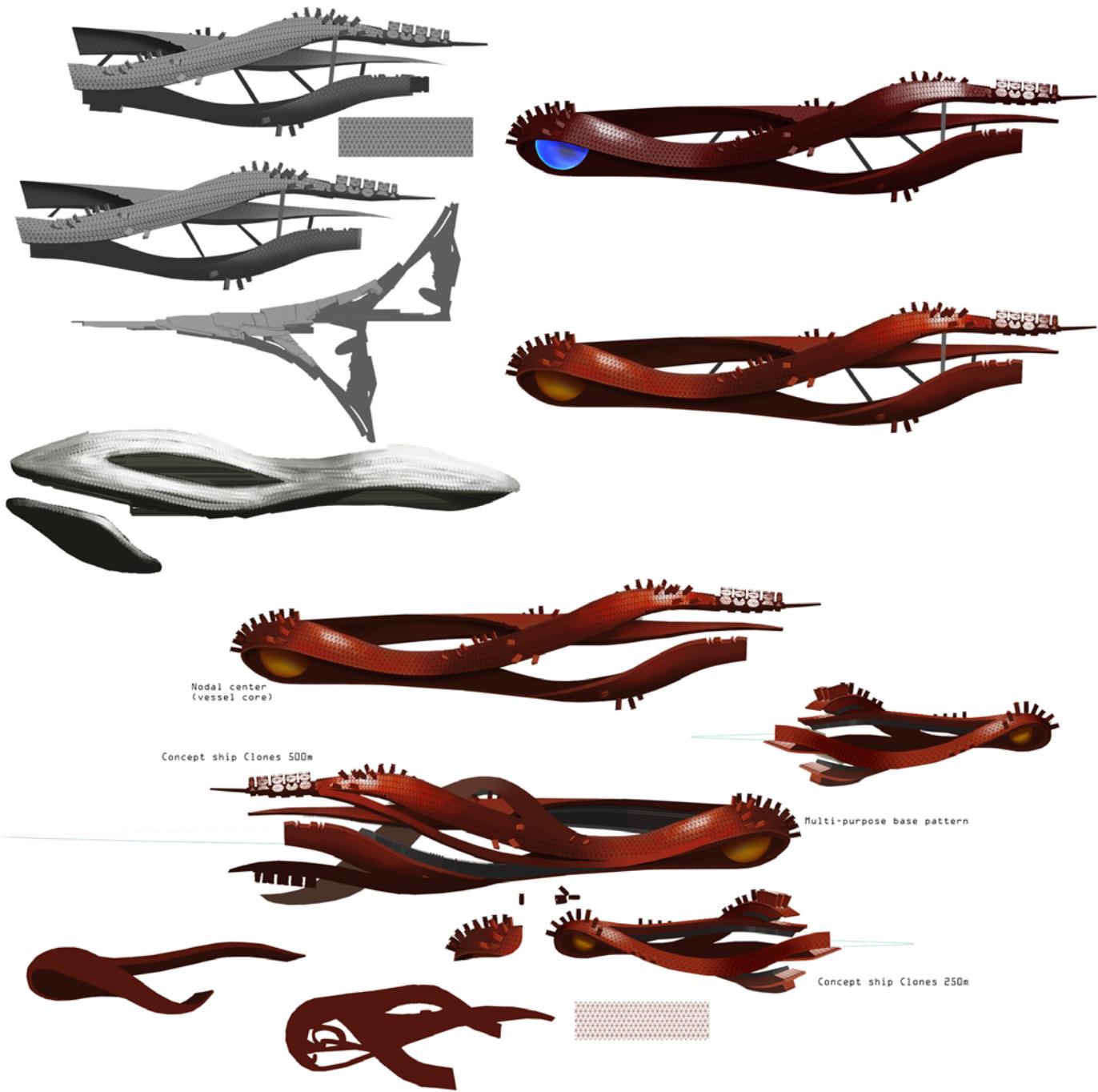


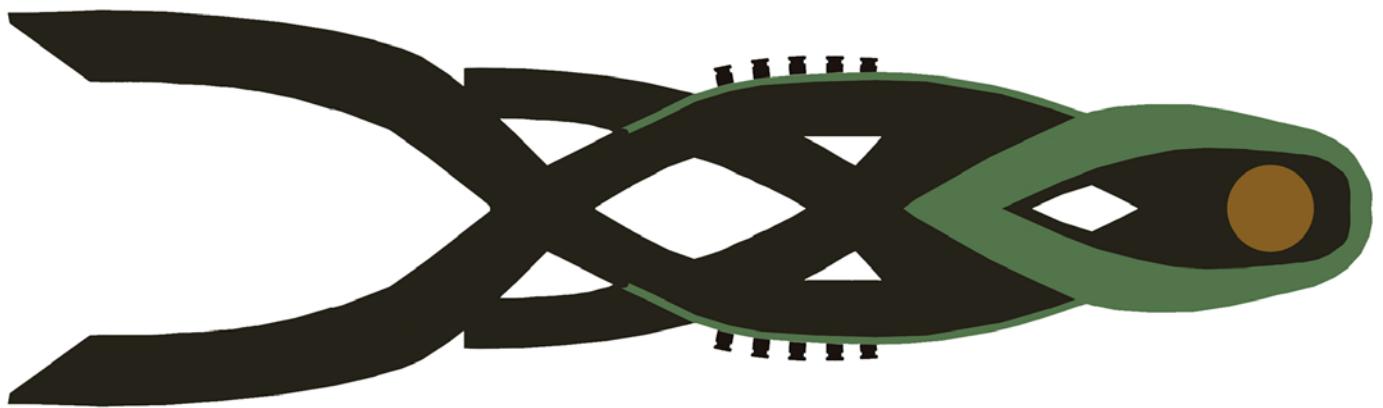


Horatios DUX

The captain of a Dux-class ship is a proud Horatio, as Horatio himself has referred to the Dux rank of nobles as "almost worth speaking to." In line with this, designers of Dux-class vessels have tried to make it a go-to platform for whatever task Horatio may request. It therefore has modifications that boost its power efficiency as well as giving it advantages in bearing armor and in executing planetary invasions.





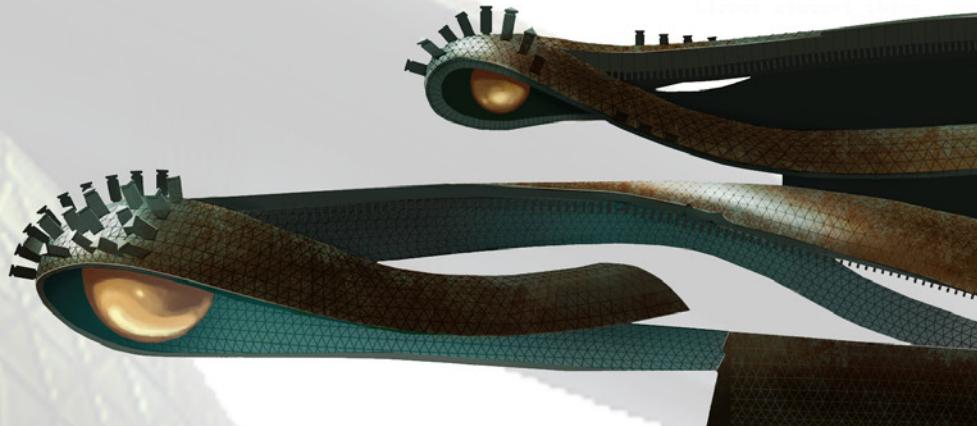


Horatios Archidux

Horatio refers to the Archdukes as "those who will first throw themselves upon the spears of my enemies." Translated into a language that makes sense to the non-megalomaniac, Horatio views the nobles and the ships of this rank as his primary line of defense. The ships have therefore been designed for maximum defensive effectiveness, and are key in protecting the systems in which the Horatios are expanding.



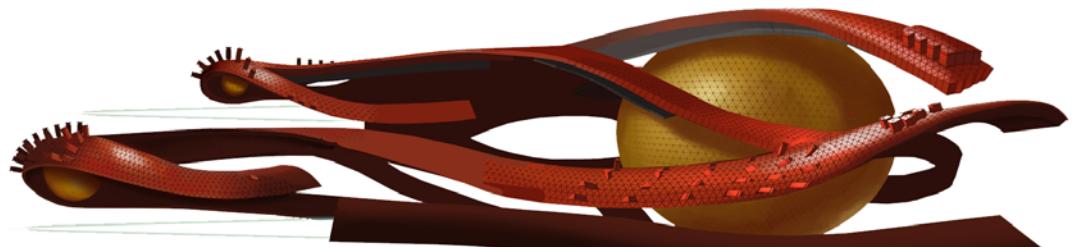




Horatios Imperator

It is normal that the Horatios have many Imperators; Horatio views himself as higher than an emperor and believes that all emperors should bow before him. The ship class was designed to project the glory of Horatio across the galaxy, and is by far the heaviest and best-equipped vessel in the Horatio fleet. Horatio himself has been known to travel in an Imperator known as "Horatio One" whose entire exterior surface has been gilded. The ornamentation interferes with most of the technology on board, but such concerns are beneath Horatio.





1000m clones mothership

Concept ship Clones 500a

Multi-purpose base pattern



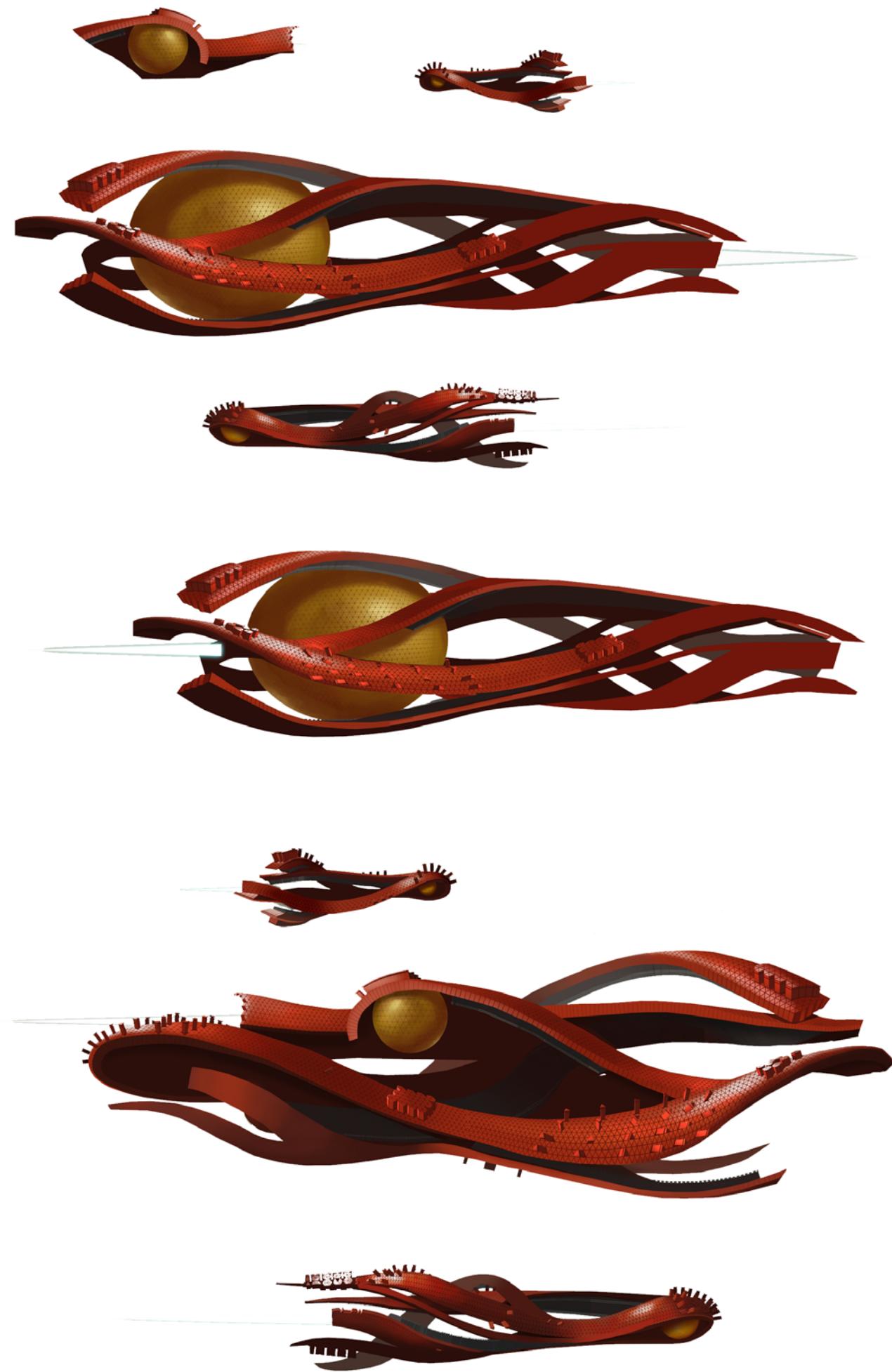
Concept ship Clones 500a

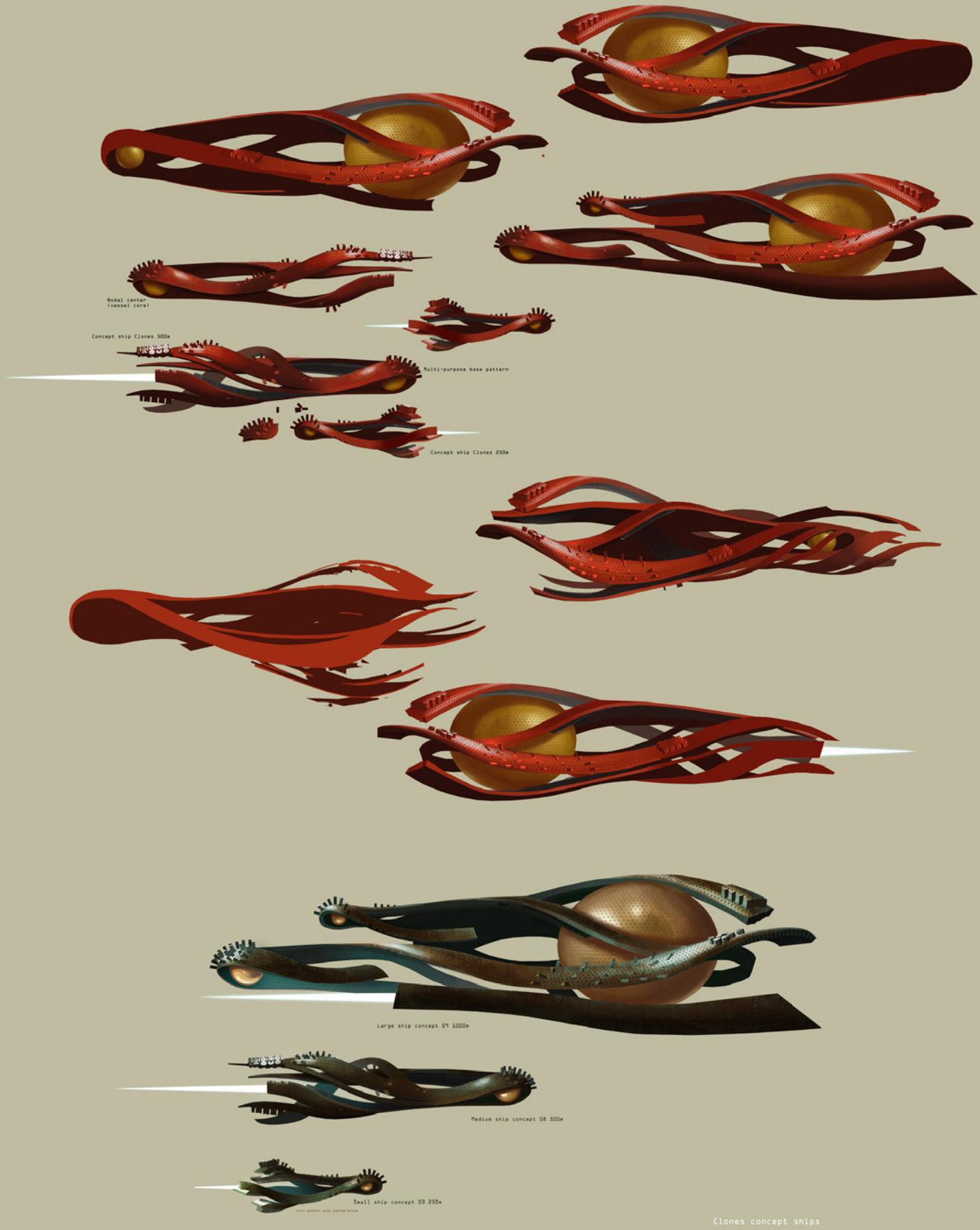
Nodal center
(vessel core)

Concept ship Clones 500a

Multi-purpose base pattern







Horatio
RESEARCH/DESIGNS
characters







■Horatio glorifies the unworthy with his majestic presence.



■ Studies for the neck and head



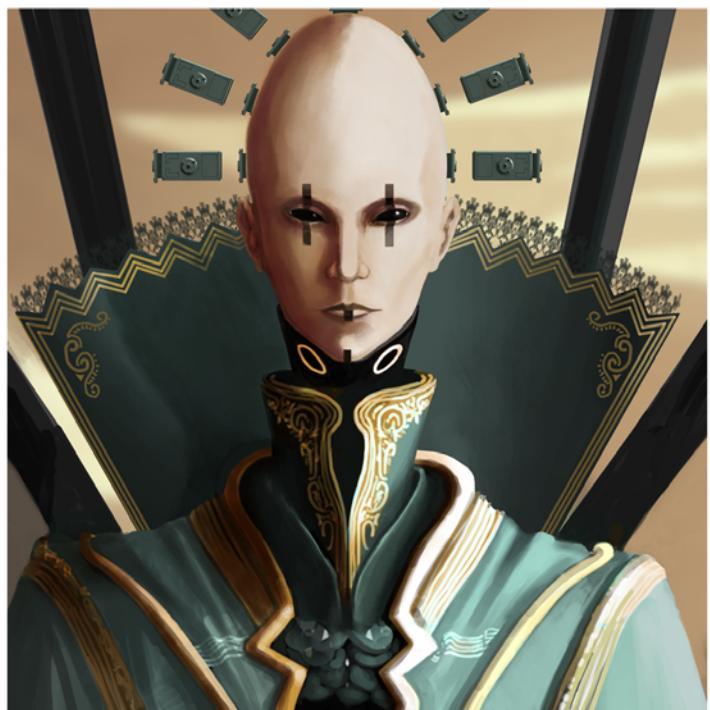
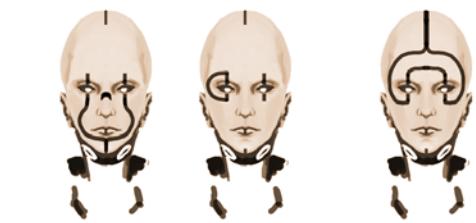
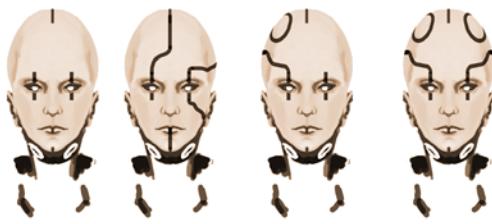
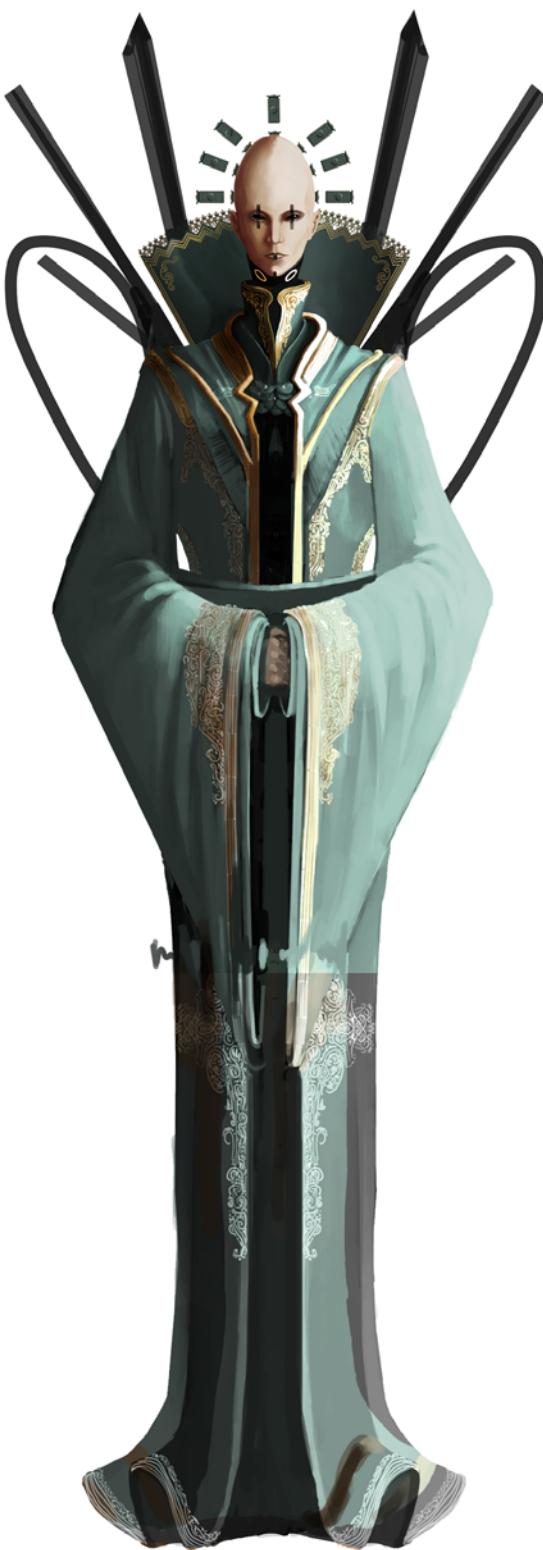
• We went through a number of iterations to determine how human the face should be and what sort of tattoos would be best.



Horatio's body

We started with a very Earth-like figure, which evolved over time into an elongated, almost anorexic body. The question we tried to answer was, "What would a mad egotist do to himself so that he would become even more more beautiful?"

We had a hard time answering that question on the dev team, and had to look to supermodels for some ideas.



Horatio

This is the most perfect, the most beautiful being. That, of course, is what Horatio says to himself in the mirror each morning when he sees this face. In fact, his butler has to install a new mirror every day as once a mirror has seen Horatio it must be destroyed, as it cannot be profaned by displaying anything else.

For Horatio we wanted something coldly beautiful, formal, and structured, where the clothes and accessories serve almost as a frame for the face.



Horatio's clothing

This one was fun to do -- it was a question of how much lace, braid, and ornamentation to add and what the basic color scheme would be. We went through a number of highly geometric and more science-fictional patterns before we settled on this one, which we found to be more aristocratic and ornamental.

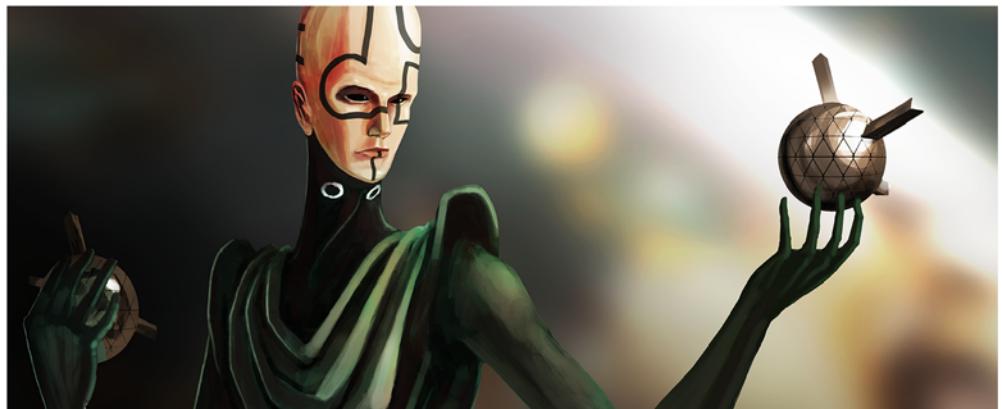


Rütsch -C2 Odesa 44

A race of identical beings is often perturbed -- even horrified -- by other peoples who show variety from one individual to another. Odesa 44 however, showed fascination and curiosity for alien races rather than repulsion. Once he was touched by Dust, however, his explorations and investigations became ever deeper and wider, as he crossed galaxies at the head of teams who were seeking new planets.

Colek -64 Nehreb -16

Nehreb -16 was always a hard worker who took pleasure in creation and construction. After a period of military service, in which he obtained notable marks in ground warfare, a Horatio-ordered Dust enhancement turned him into an effective colonial governor.



Echo -GCF Betalius

A planner and thinker, this Horatio is respected for her diligence as well for her capabilities in battle. Due to the fact that she was a child of a promising batch whose resemblance to the original Horatio was better than average, she was not destroyed as aberrant when she showed these unusual skills in combat.

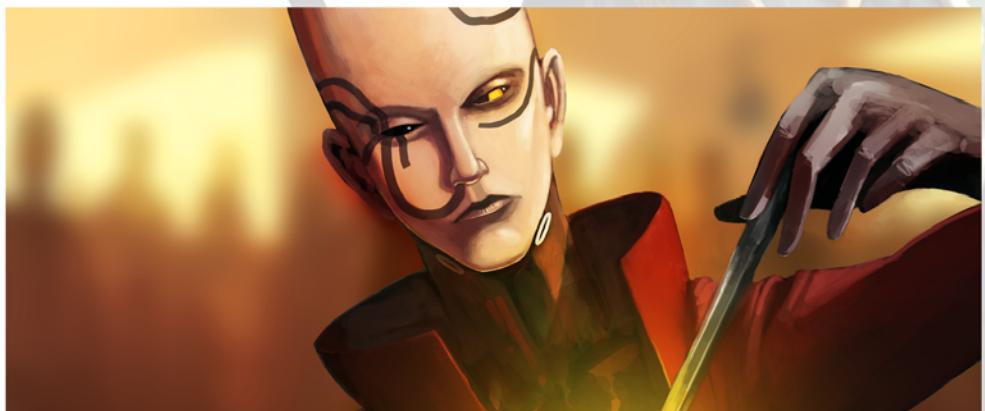


Perfectio Aeternus

As a flight officer, Aeternus's meteoric rise through the Horatio faithful and political success showed an innate knack for intrigue, and leaving Aeternus poised to influence the future of the Horatio empire. Sadly, acute narcissism surfaced and fostered a deep rooted conviction that Aeternus was the natural evolution of the Horatio DNA strain. Immediate reassignment to a remote outpost showed that Horatio Prime, unsurprisingly, did not concur.

Kef -620 Exrus -34F

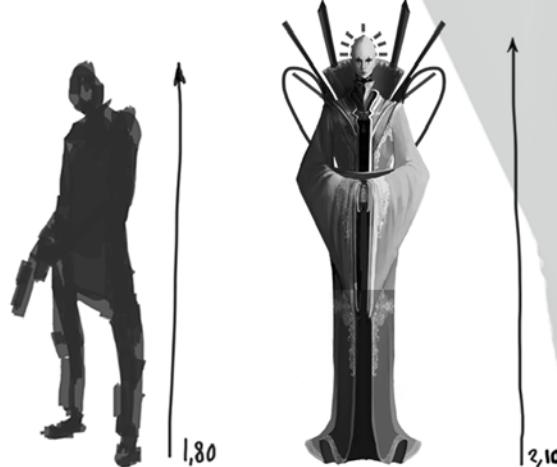
Exrus -34F's career began as a methodical developer of biological pacification projects on new worlds. Responsible for converting land into farms and industrial zones, the discovery of a crashed Endless probe infected the entire team with Dust. As the only survivor of the incident, Exrus -34F remains a humble, if gifted, worker.



Emia -E Sparop -AE

The Horatio had established a beachhead outpost on an asteroid belt in a system coveted by the Amoeba. Sparop -AE, at the time an administrator of a cloning facility, led a successful defense and counter-attack to secure their position. As a result, Horatio granted her a Dust augmentation for service to the Siblings.

Horatios Size chart



The Sophons are one of the races in the known galaxy that evolved on their own, without the influence of the Endless or of other, earlier peoples. Their home planet, Hekim, had relatively low gravity and few predators, so the Sophons evolved and stayed relatively small and slight in comparison with other races.

What the Sophons lack in size, however, they more than make up for in sheer intellectual power. By far the greatest scientists and researchers of the known galaxy, they are by nature inquisitive, skeptical, detail-oriented, and pedantic. While this has a tendency to lead to endless debate about various details of scientific and philosophical theory, it does ensure that they strive continually to further their knowledge and better their society.

As they are by nature curious tinkerers, the Sophons are fond of any sort of device or gadget that makes life or work faster, simpler, or more elegant. A society of beta testers and inveterate hackers, the greatest internal risk to Sophon society is not crime, terrorism, or pollution but a plethora of independent systems all running individual programs. Experts at both causing and solving problems, the Sophons look forward to testing and tuning the cosmos.

Occasionally quarrelsome, often annoying, but rarely aggressive, the Sophons remain a relatively friendly faction in the galaxy of Endless Space.



The Sophons

CHARACTERS AND SPACESHIPS

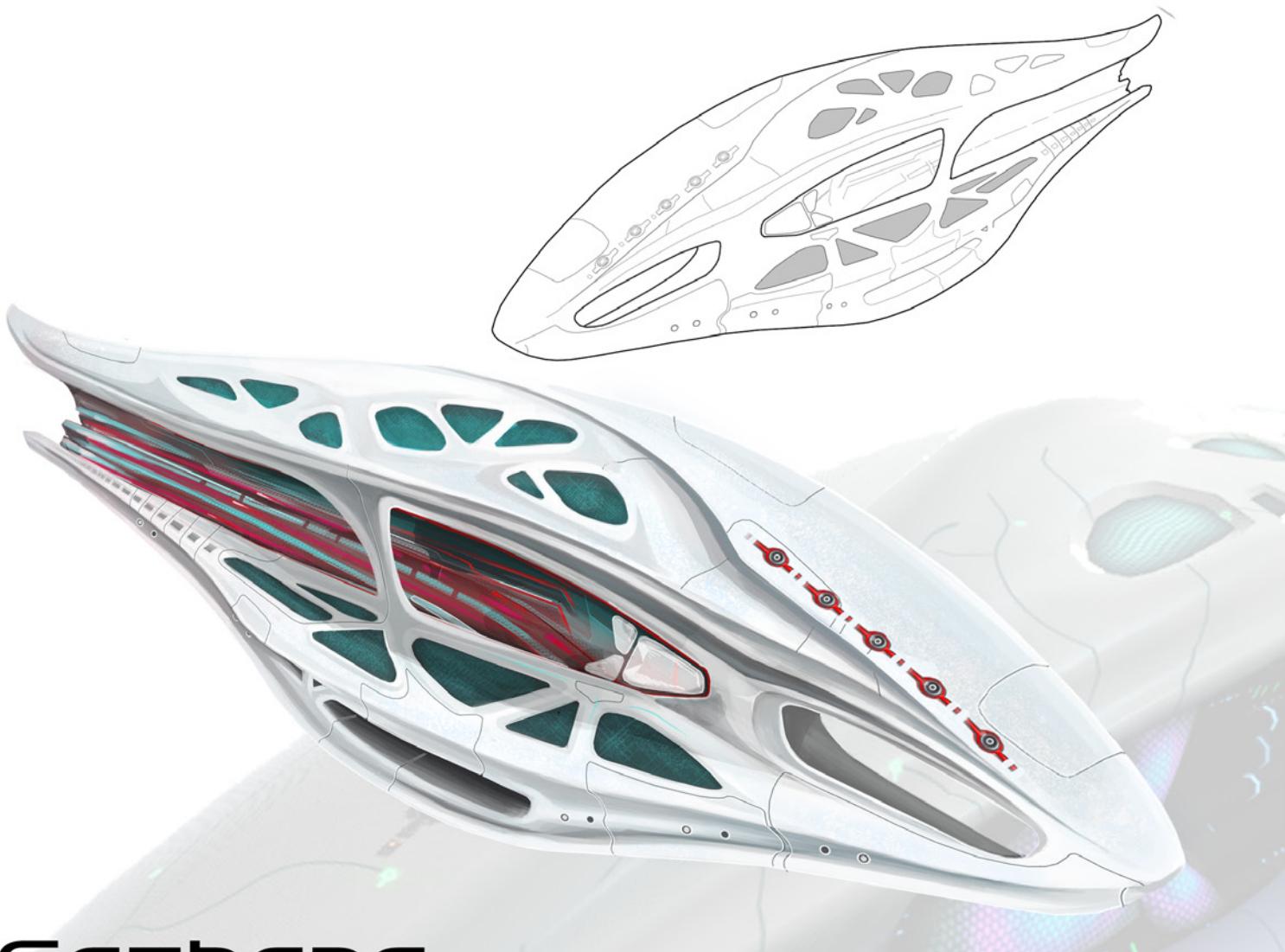
Sophons
RESEARCH/DESIGNS/MODELS
Battleships





■ A Sophon fleet passes by a lava planet, its ships covered in an experimental hull designed to absorb radiation and convert it to energy.

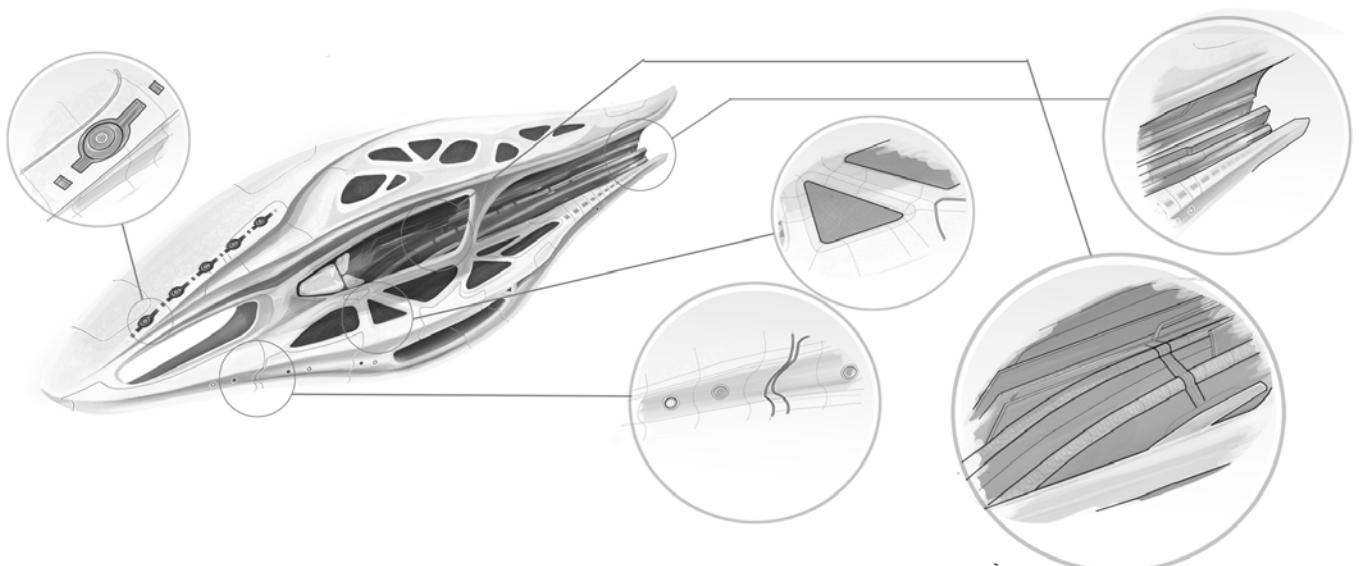
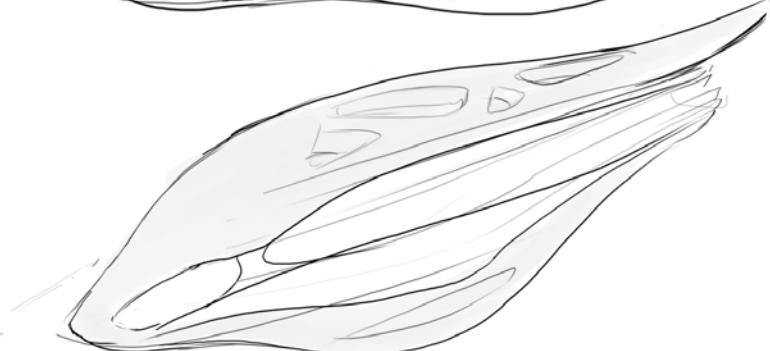
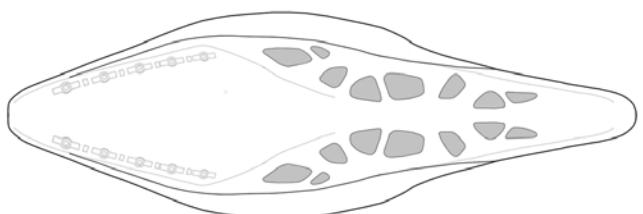
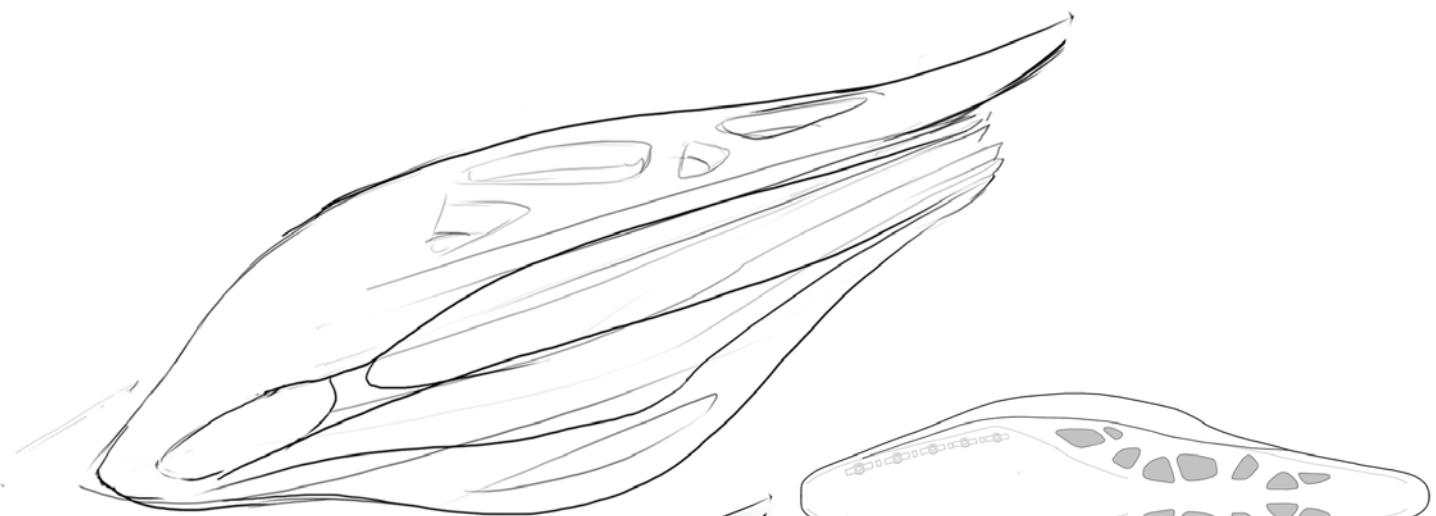




Sophons Deka

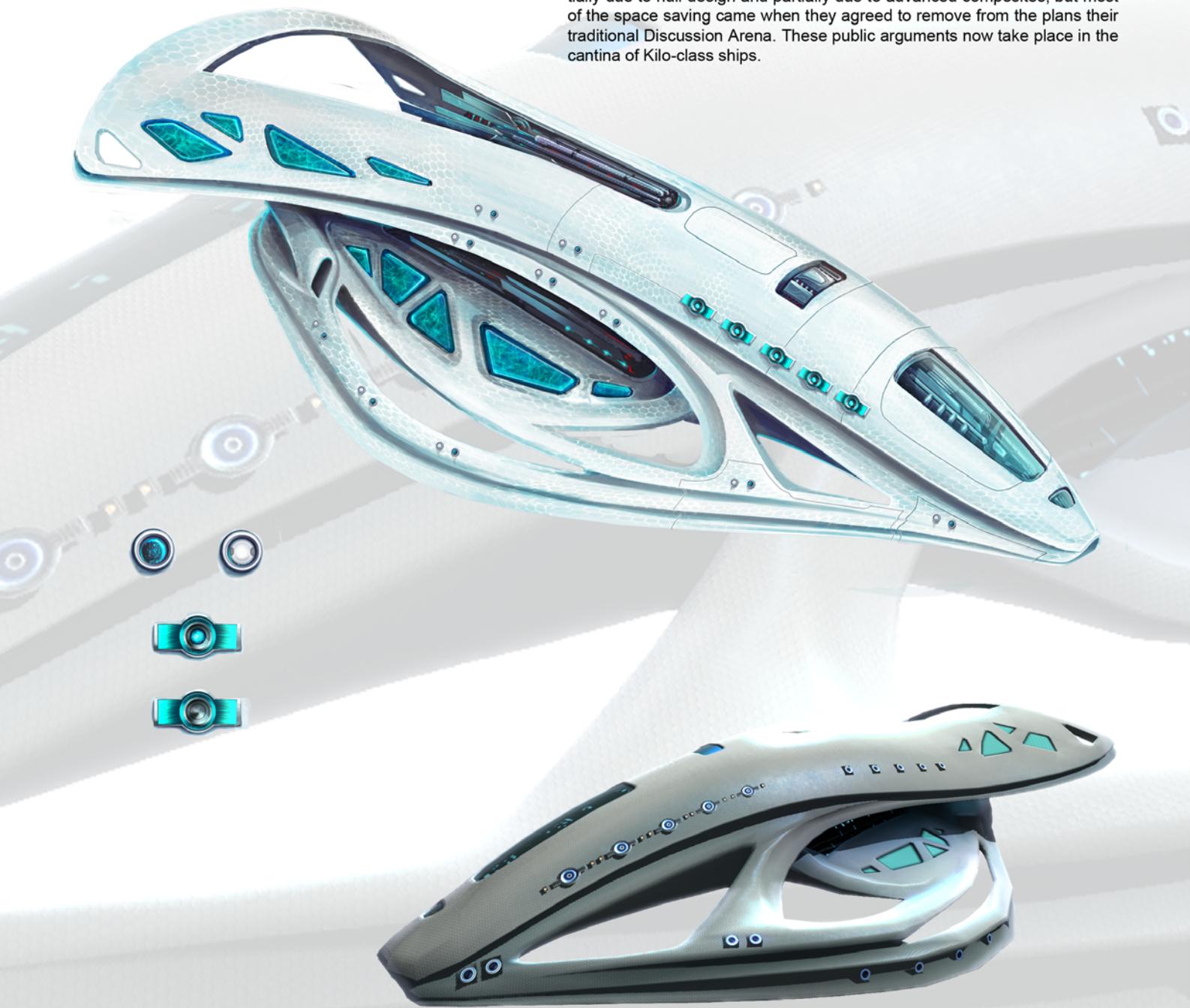
The Deka-class ship is the smallest of the Sophon vessels. A masterpiece of economy and efficiency in terms of weight and space usage, the Deka is designed as a hull with living (and research) quarters around a central core conceived for long-range engines and long-range scanners. The hull can be adapted to other uses, but this is where it is best exploited. The ship class is nicknamed "Vibrio" by Sophon crews, as that is their common name for a microbe that is both very small and very fast.

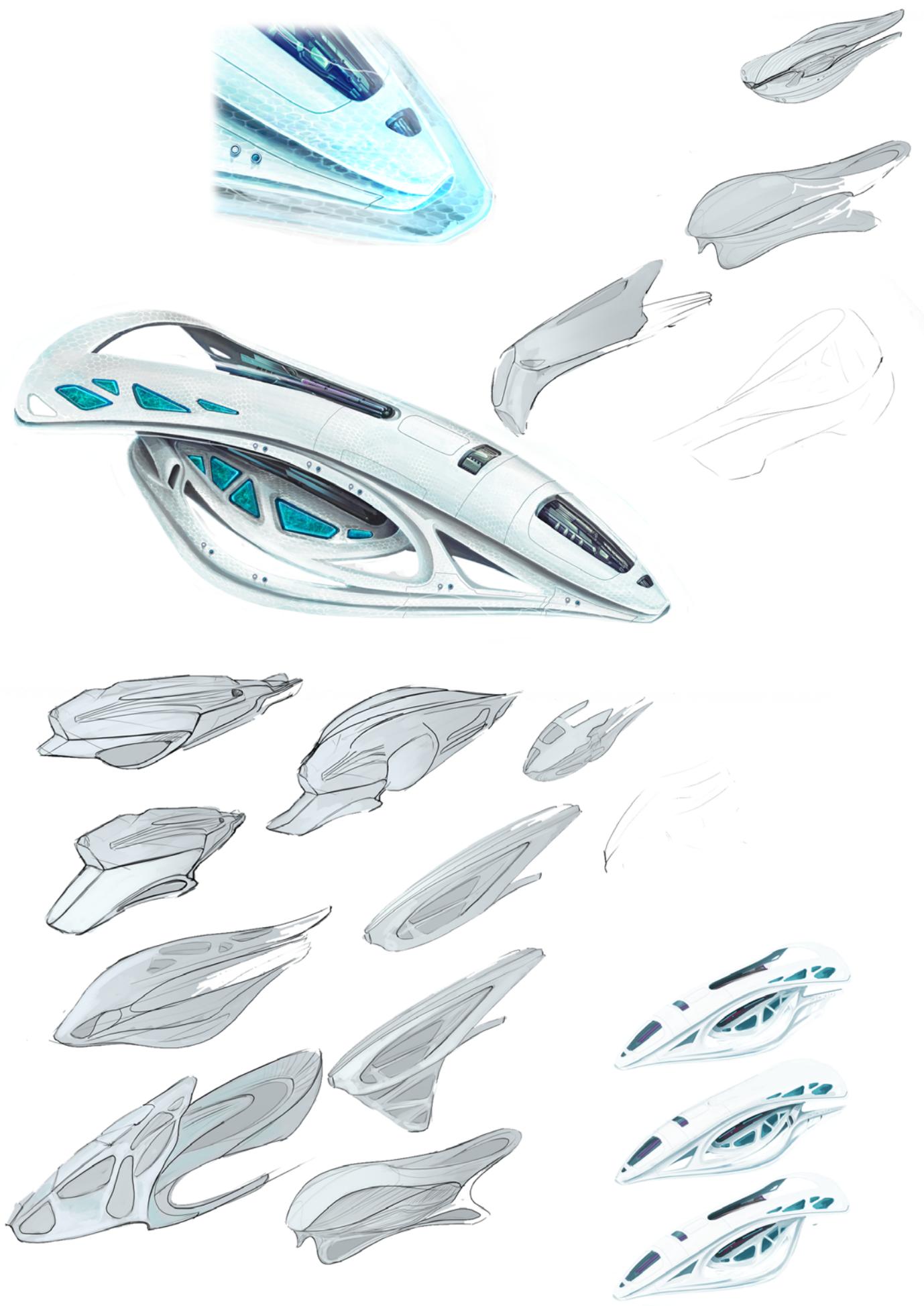


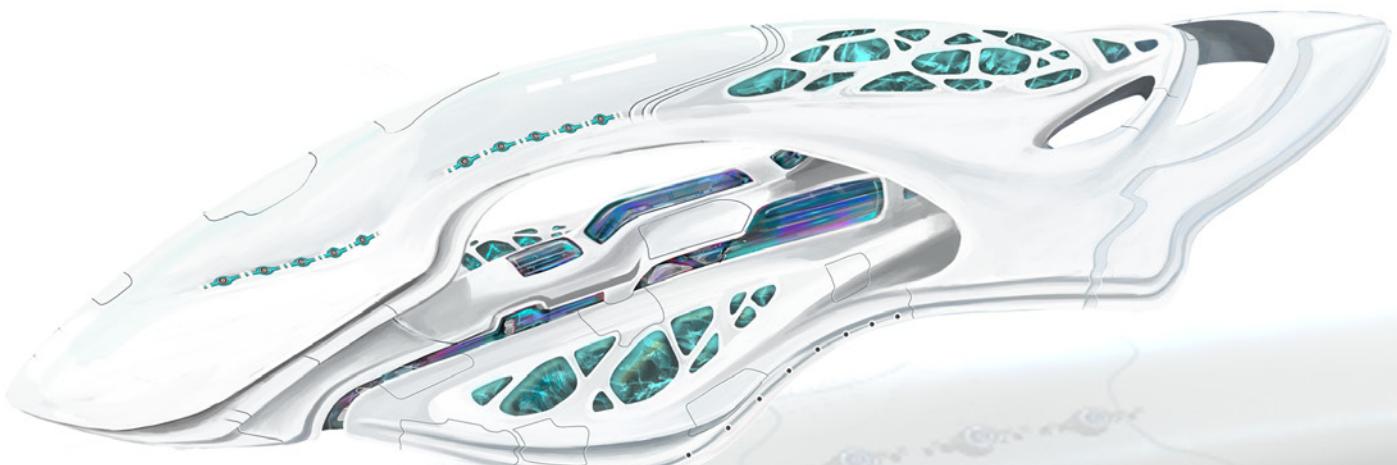


Sophons Kilo

The Kilo-class vessels were the first ones that were truly designed as warships. While the Sophons prefer negotiation – or debate – to out-and-out war, the galaxy can be an unruly place and they accept this reality. As a result, the Sophon designers developed these ships to be particularly efficient when it comes to equipping weapons. The bonus in armament is partially due to hull design and partially due to advanced composites, but most of the space saving came when they agreed to remove from the plans their traditional Discussion Arena. These public arguments now take place in the cantina of Kilo-class ships.

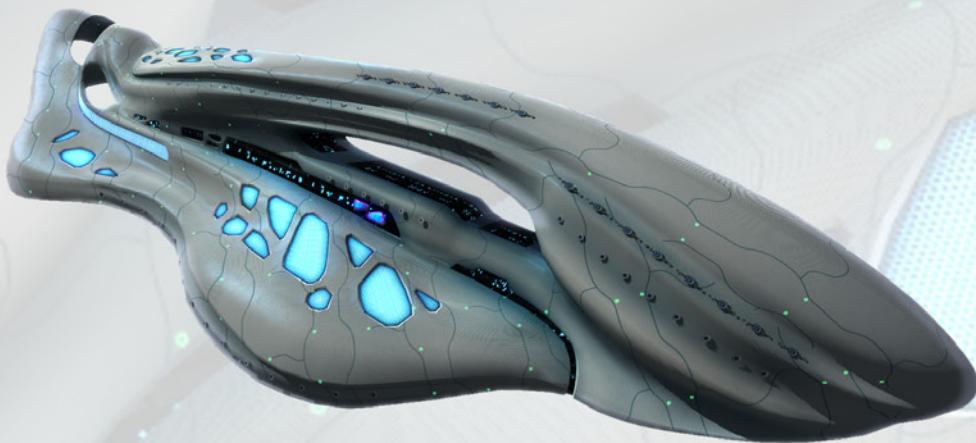


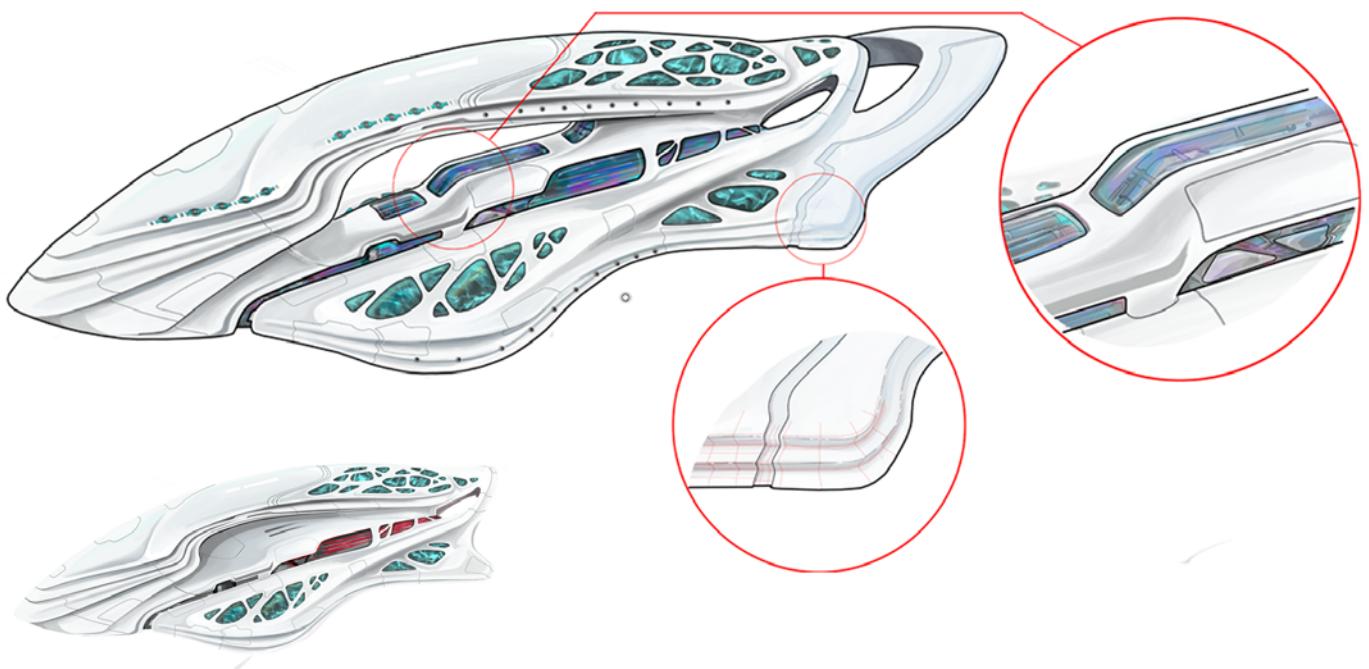
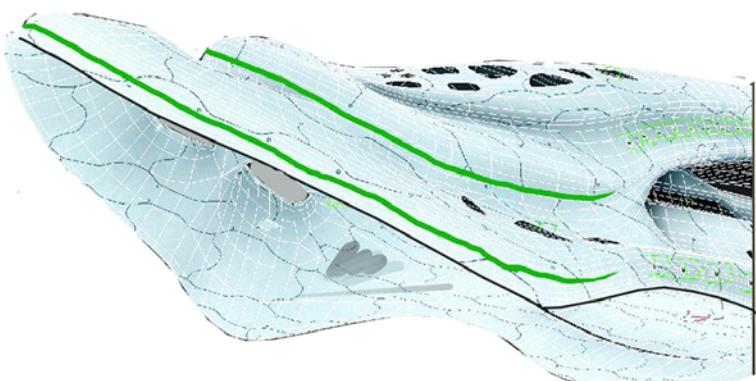
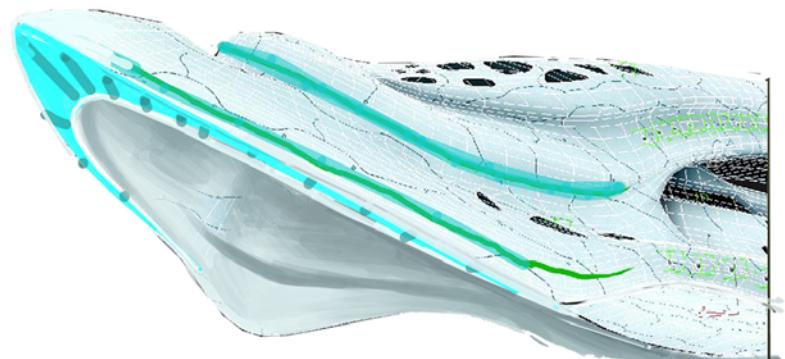
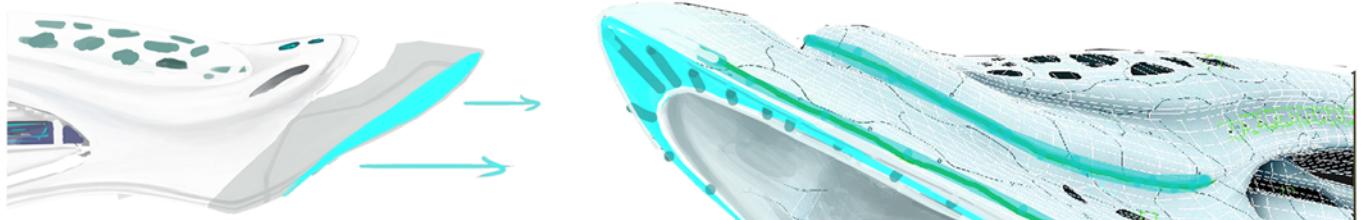


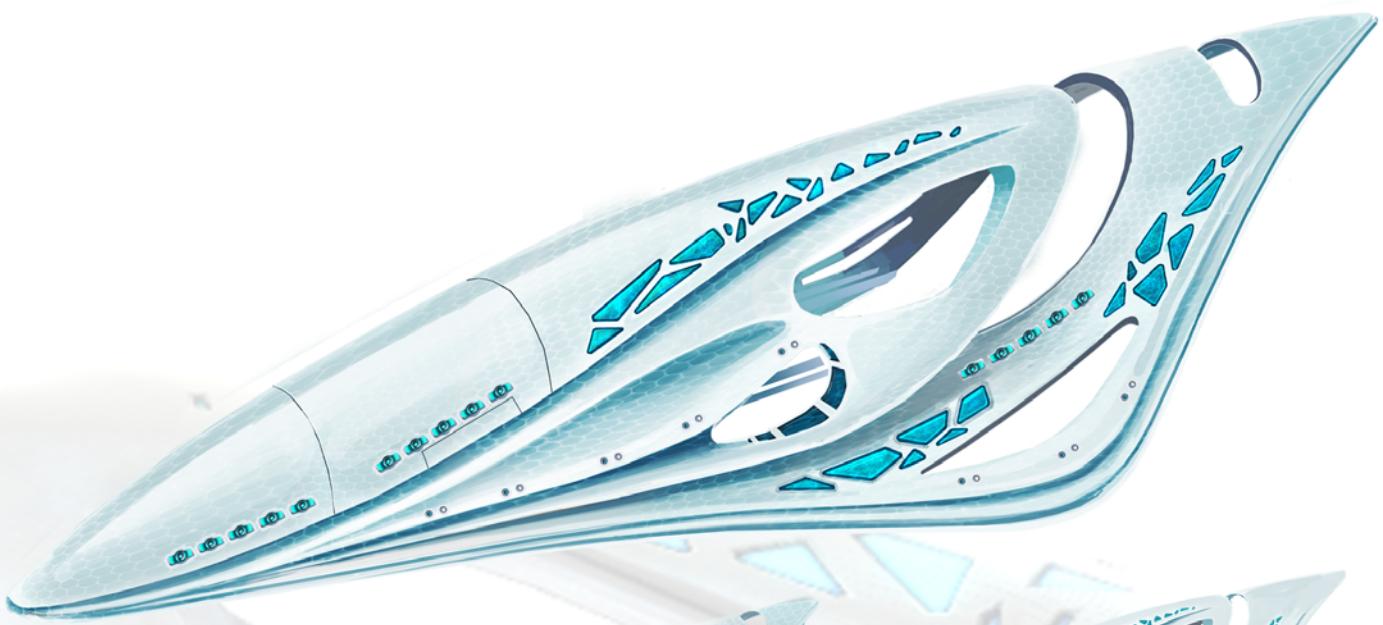


Sophons Giga

The Sophons' Giga would be called 'cruisers' by other factions. Large and heavily equipped, the design of the ship requires Titanium-70 to provide the strength and nuclear integrity required by the modules. These were in fact designed originally as large-scale planetary research platforms for deep space exploration, which explains why particular attention was paid to allow additional power modules. The invasion and armament advantages, in fact, evolved from designs originally intended for sample collection, destructive analysis of asteroids, and space-to-surface probes.



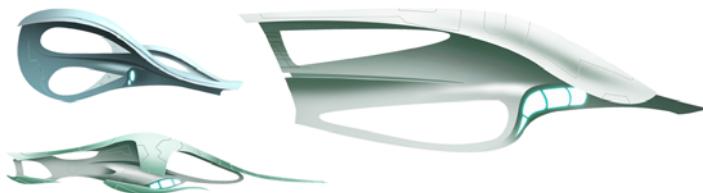
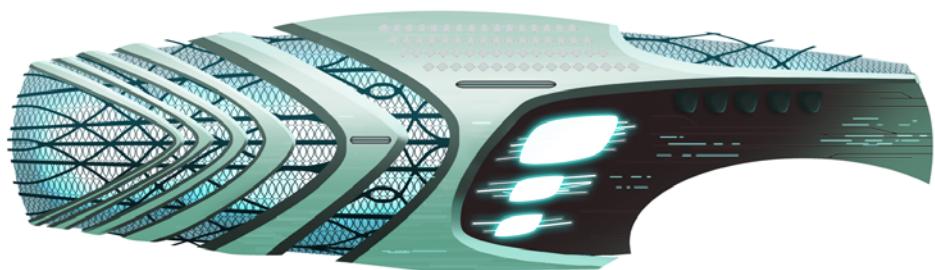
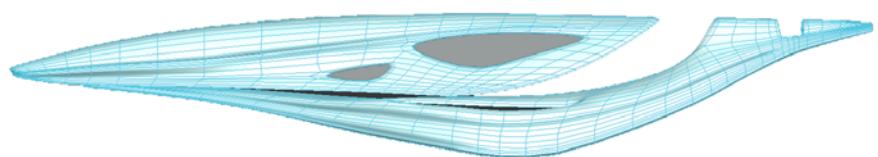
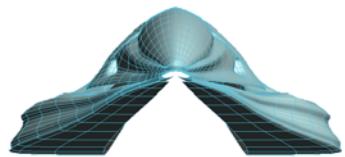
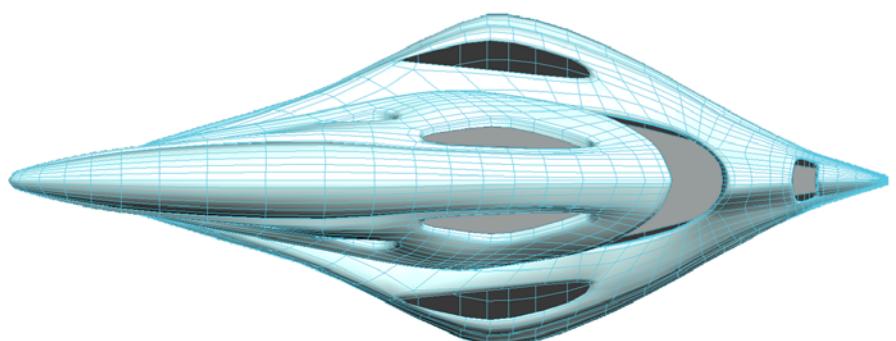
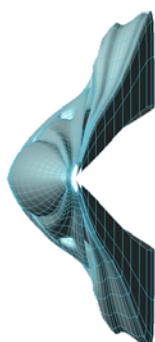
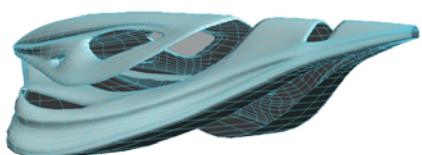
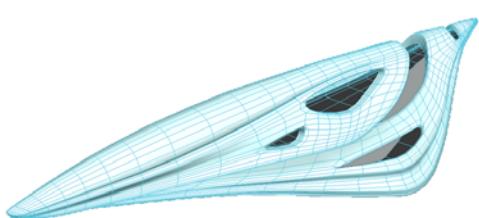




Sophons Peta

Peta-class ships were one of the earliest purely military designs that the Sophon navy developed. It occurred early in their history, during an initial run-in with a minor Craver fleet. Going on the philosophy that war is a pointless waste of resources and they should discuss things first, they created this heavily defense-oriented platform to go and negotiate with the Cravers. Things evolved pretty much as expected, and shortly thereafter they created the Yotta class.

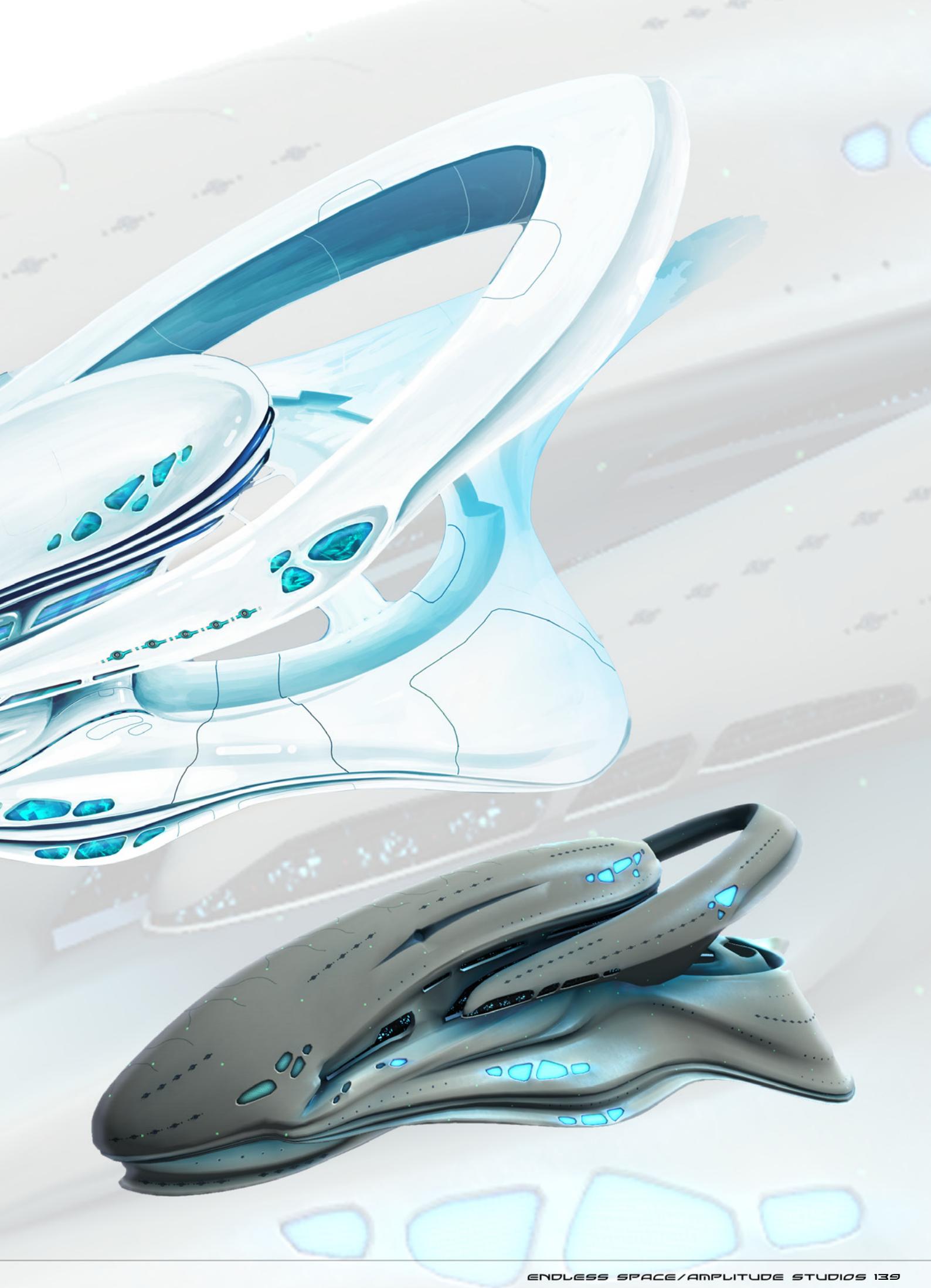


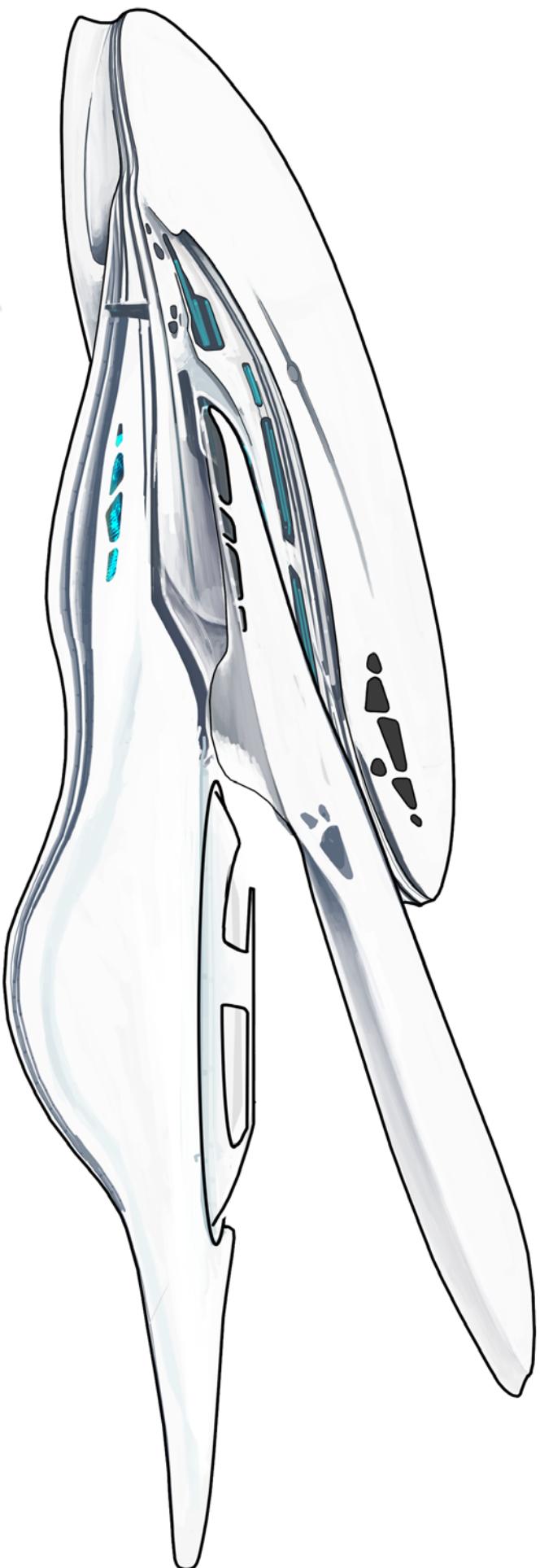


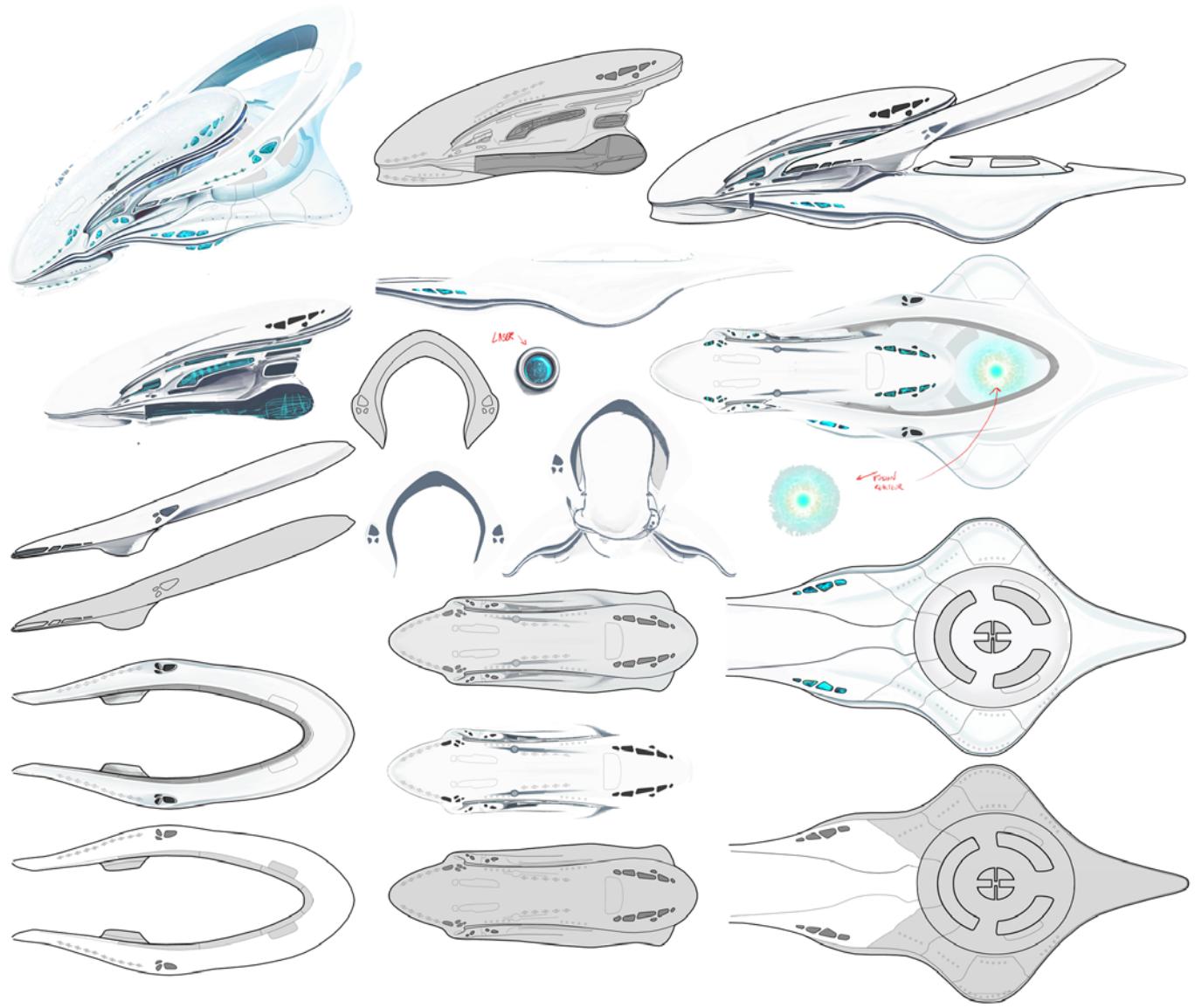


Sophons Yotta

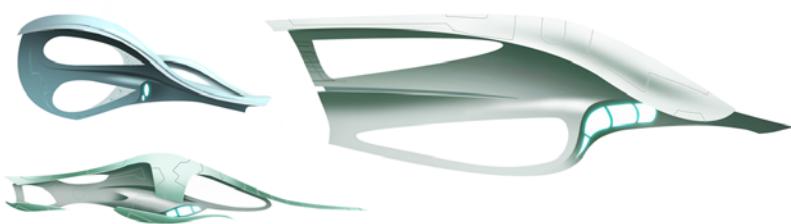
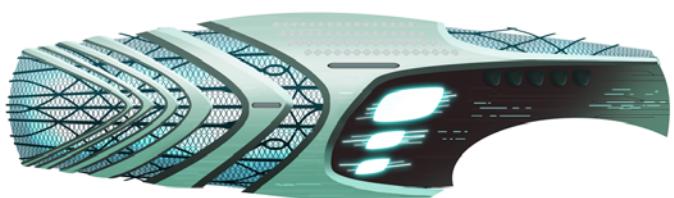
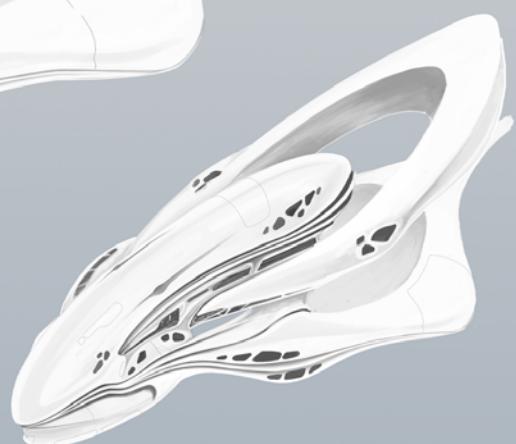
There is no getting around this; the ships of the Yotta class were never designed for other missions than to break and kill things. Driven to a near-panic by a relentless Craver fleet, the Sophons responded by making the largest, most weapon-packed hull that their science could imagine. In their rush to get it out the door they neglected to provide it with additional bonuses, but as it turned out their more-is-better philosophy ended up getting results.







Concept: Wren Soptron, art.



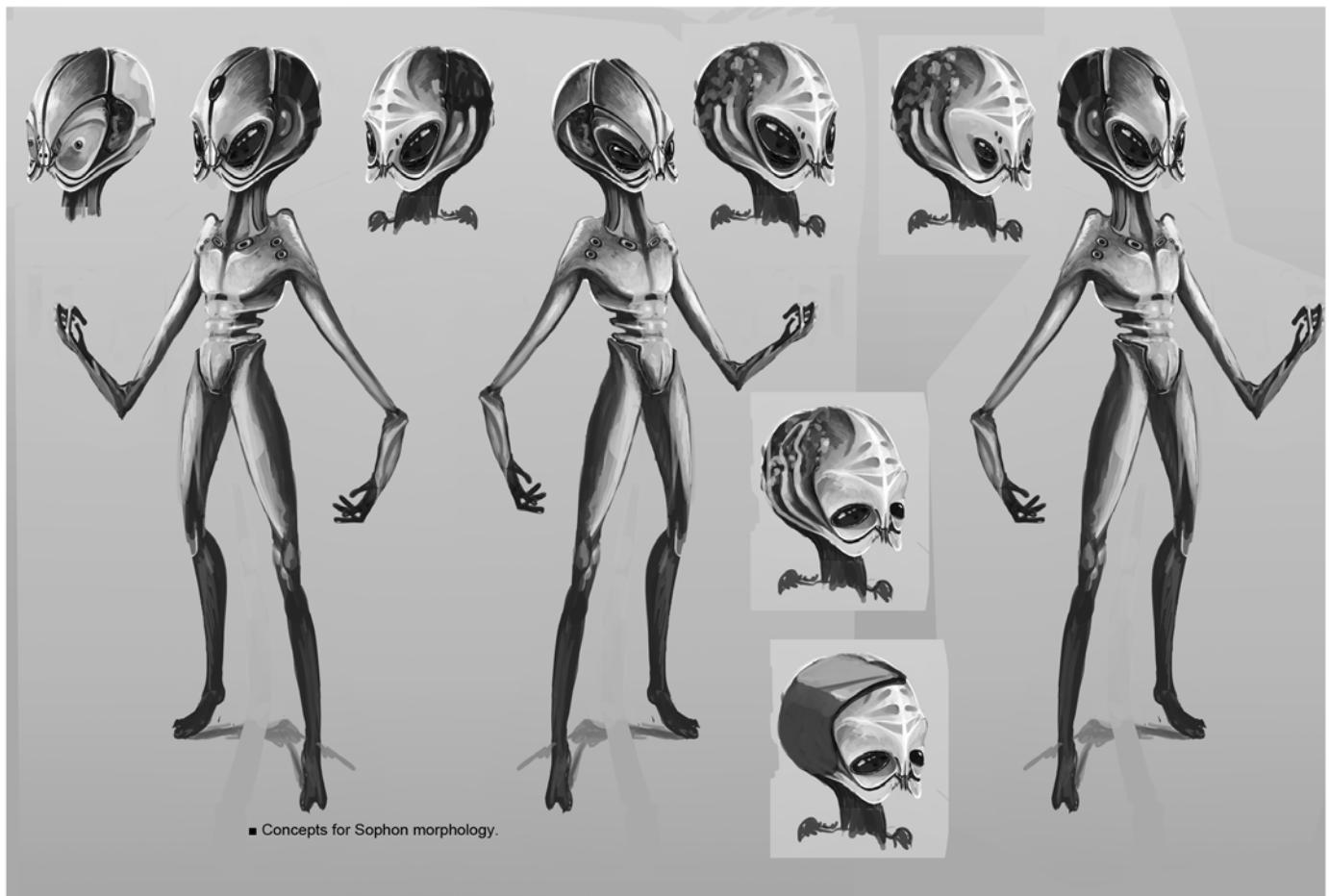


Sophons
RESEARCH/DESIGNS
Characters





■Sophons are always learning - whether at home or at work, and even on vacation.

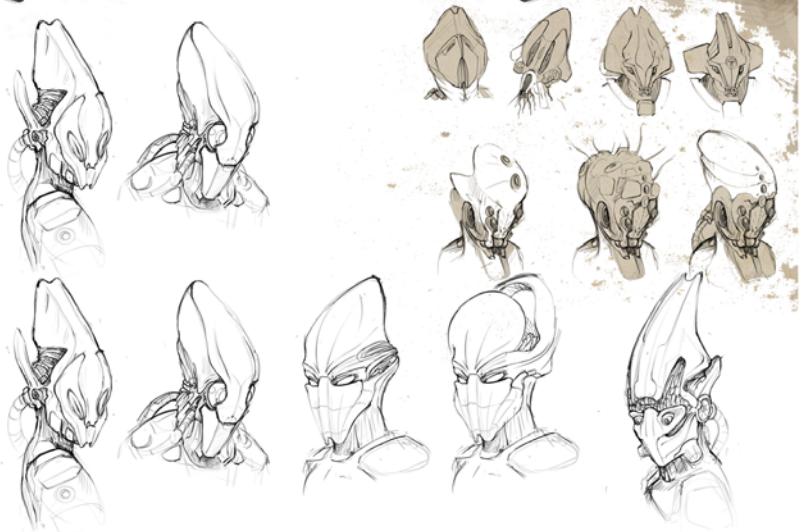


■ Researches for the triumvirate illustration

Sophon's morphology

Sophon morphology went through a number of phases. At first, we were thinking solely in terms of the classic 1950s sci-fi movie large-headed aliens. However, as ideas from the art team came in the shape and style evolved. Sophons came to look less clumsy, more slender, and slightly more insectoid. Though their size and articulations remained relatively constant, their heads went from round, to peaked, to insect-shaped, and finally back to something roughly human. But the form is only approximately human due to the large eyes, reduced nose, and almost invisible mouth.

However, given the focus on large brains and small bodies, the team is very happy with the final look for this scientific and peace loving faction.



■ Various studies for the Sophon head shape



■ The Sophon triumvirate debating



Sophon Triumvirate

Rare among the discovered worlds, the Sophons are led by a triumvirate. In the case of the Sophons it is a group of three "Provisors" who represent the key functions of Research, Infrastructure, and Finance.

Their role is to analyze all issues and come to common decisions and actions that maximize the benefit of the greater society. In spite of this rather intrusive government, in matters of research the triumvirate and their offices have little power; that has been devolved to the levels of individual labs, universities, institutes, and companies. Research is, after all, the lifeblood of the society, and their attitude to discoveries, gadgets, upgrades, and contraptions is highly entrepreneurial.



Sophon Faces

Here are some of the studies that we went through for the final Sophon face. The team debated the level of 'alienness' and 'realism' in each, trying to find a balance of something that looked intelligent and alien but not too ugly or unfriendly. Questions of blood hydraulics, alien evolution, and relative coolness were all part of the final decision.

■ Details of a leader's head

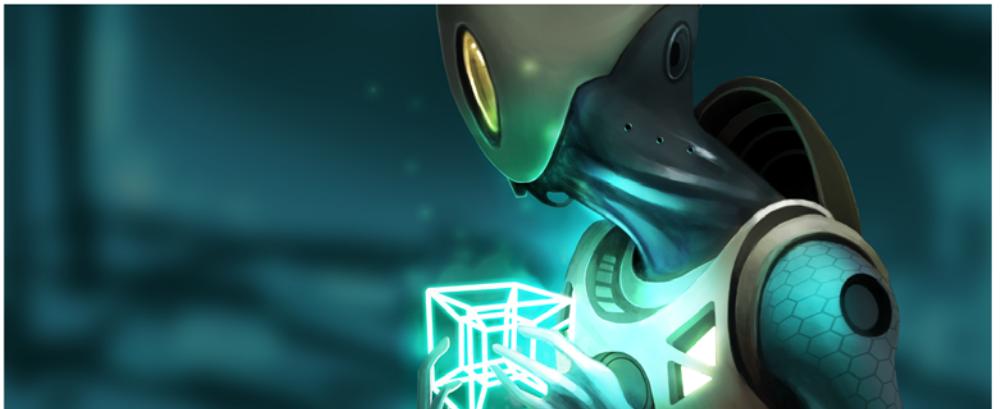


Idaalie Laharaat

Laharaat was a very bright, yet very shy child in the beginning. When his parents put him through the Sophon equivalent of college, he demonstrated ironic prowess in an ability: public speaking. His profound abilities coupled with his immense capabilities for management and administration made him a grade A bureaucrat AND a man of the people, making him a great choice for managing a populace.

Delaley Ustemir

The surprising thing about Ustemir was not his brilliance, but that fact that he was also pragmatic and useful in construction and development. The combination of skills made an impression on the Sophon College, who granted him Dust augmentation in order to further spur his efforts.



Uthman Fahedhm

Even among a people who pride themselves as thinkers and analyzers, Fahedhm stands out. Initially fascinated by materials science and physical chemistry, this interest evolved to include nanomaterials and quantum devices when he became infected by Dust. Now a research team leader, Fahedhm's abilities in problem-solving are greatly sought after for development and planning.



Urhanmha Amirmoez

Famous for her objective analysis of fact and data, she has been known to measure ingredients to the microgram when cooking for pleasure. Her area of specialty is complex systems and n-dimensional equations. Friendly as a general rule, but too precise to be 'warm,' Amirmoez has a temper and has studied enough martial arts to be effective when she loses it.

Masategui Djebadiah

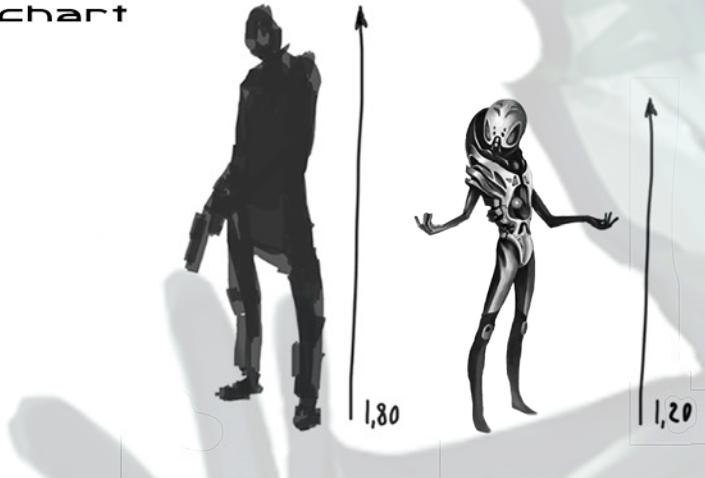
Sophons are generally called "smart", but Djebadiah is one of the very rare for whom "...and dangerous" is added on. Defending an Endless site from a hungry Craver attack, she showed a striking ability as both strategist and tactician.



Il'ya Sarthilis

Sarthilis is an anomaly amongst her fellow Sophon cousins. While her intellectually inclined brethren strive for scientific and technological betterment, Sarthilis was far more interested in studying the ways of war, from the ancient Empire text of San Tzo to the Way of the Hissho. Her natural Sophon thirst for knowledge led her far and wide in her adventures, whilst learning the martial ways of other races.

Sophons Size chart



Though they are not without scientific interest and a sense of adventure, the leaders of the United Empire are focused on profit and gain. Knowing that there is great wealth and knowledge waiting for them, the emperor and his legions are eager to uncover those hidden treasures and expand their grasp. But the galaxy is a dangerous place, and it is terribly expensive to construct a starship. For this reason, the Empire views military development as a natural companion to economic expansion. A natural symbiosis has grown up between industry and the military in the United Empire, and both groups benefit from this.

In fact, the United Empire runs its wide-reaching empire as a series of colonial contracts; large corporations or powerful families receive the right to exploit a newly discovered system in return for a portion of the rewards.

Though the dukes and chairmen often stretch the rules, hoping that their location in a distant constellation will protect them, the iron hand of the emperor and his fleet ensure that obedience -- and profitability -- are maintained.



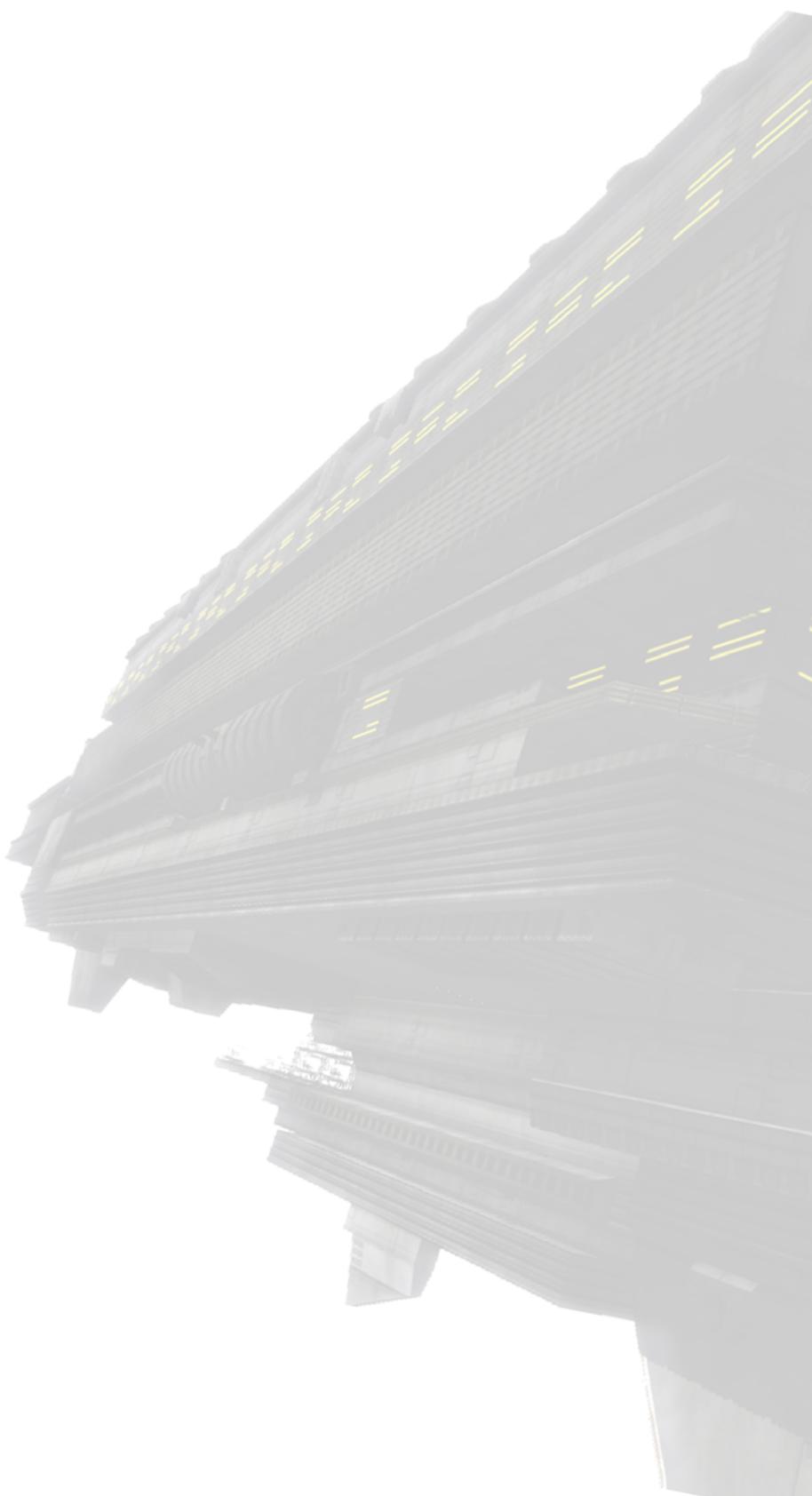
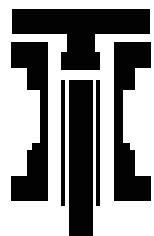
The United Empire

CHARACTERS AND SPACESHIPS

United Empire

RESEARCH/DESIGNS/MODELS

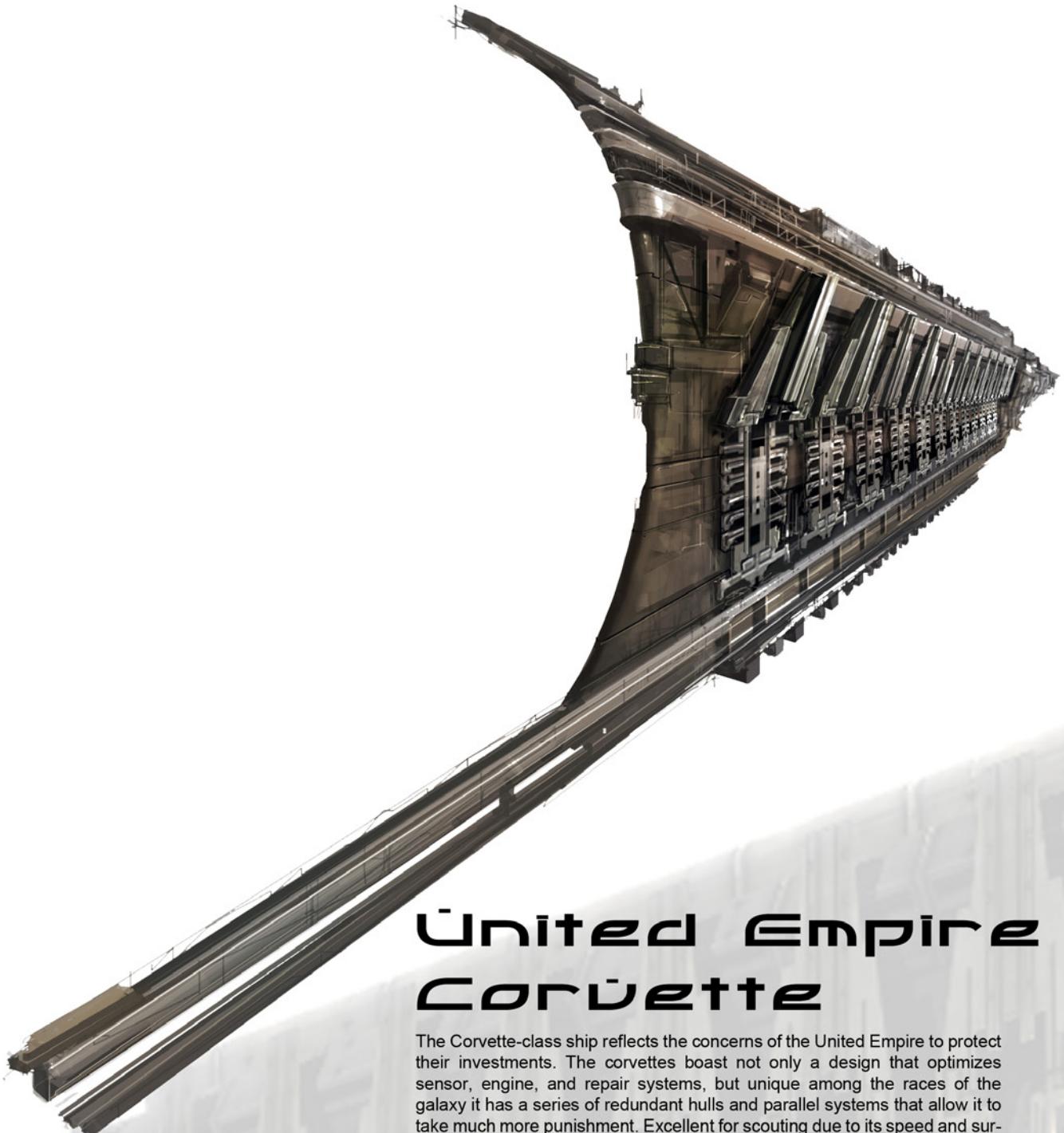
Battleships







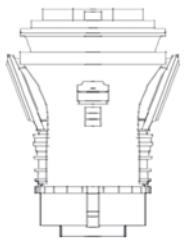
A United Empire cruiser leads a fleet into battle in the skies above Ghaad, a lava planet.



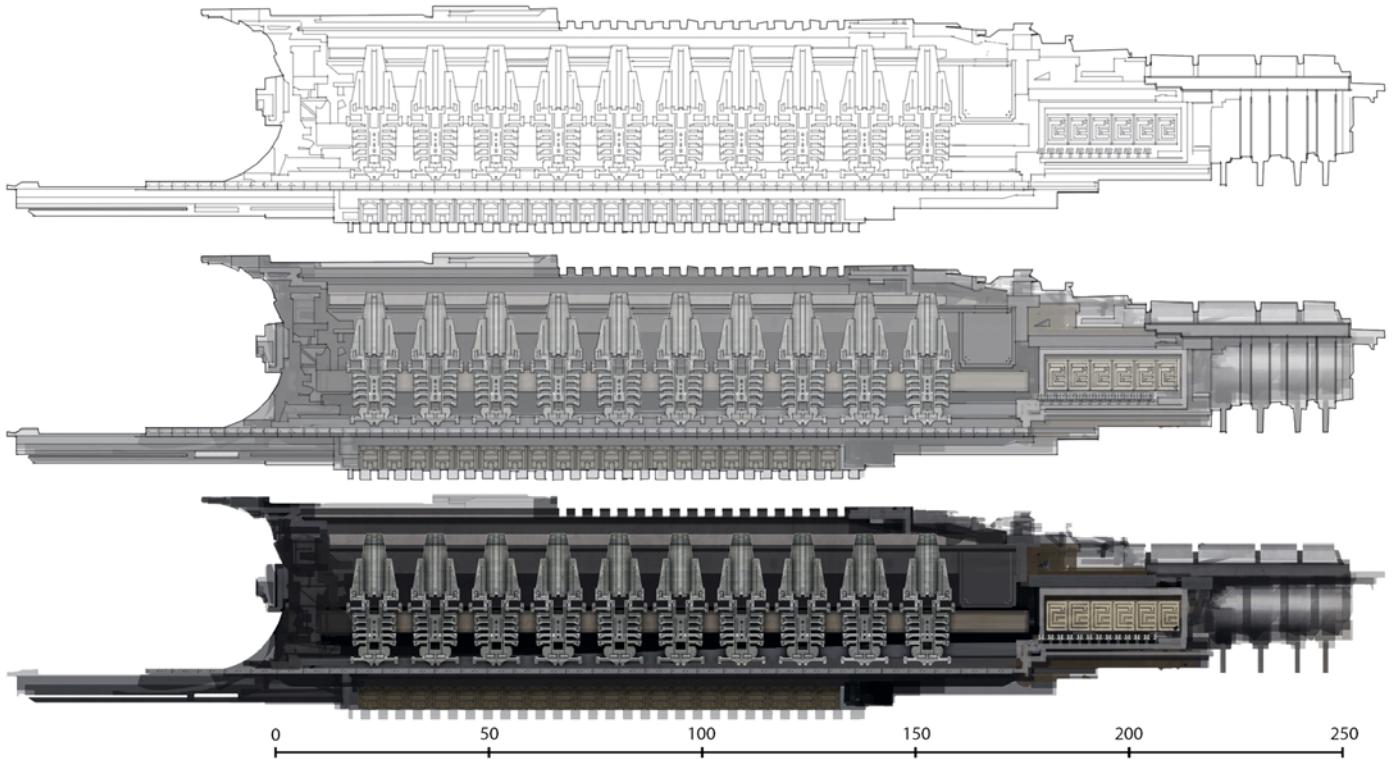
United Empire Corvette

The Corvette-class ship reflects the concerns of the United Empire to protect their investments. The corvettes boast not only a design that optimizes sensor, engine, and repair systems, but unique among the races of the galaxy it has a series of redundant hulls and parallel systems that allow it to take much more punishment. Excellent for scouting due to its speed and survivability, Empire Corvettes are found across the galaxy.

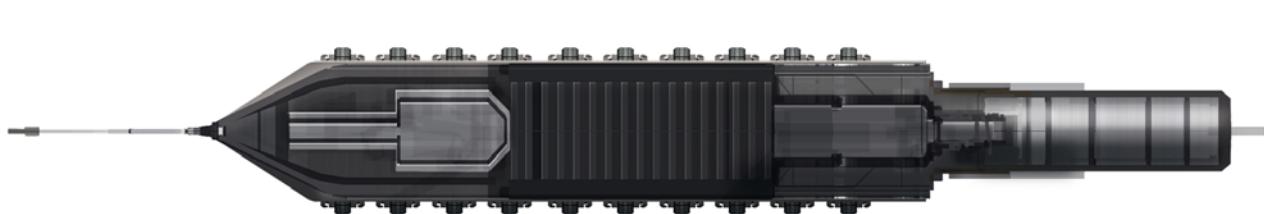
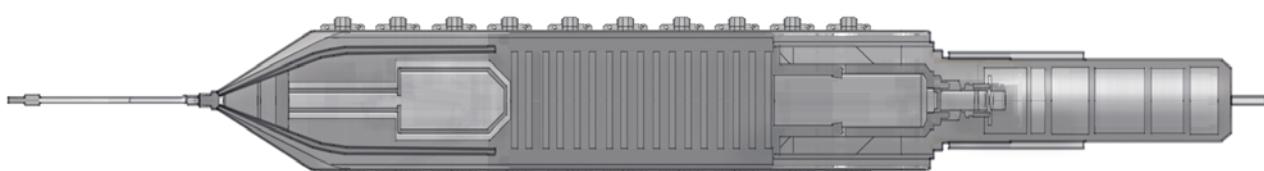
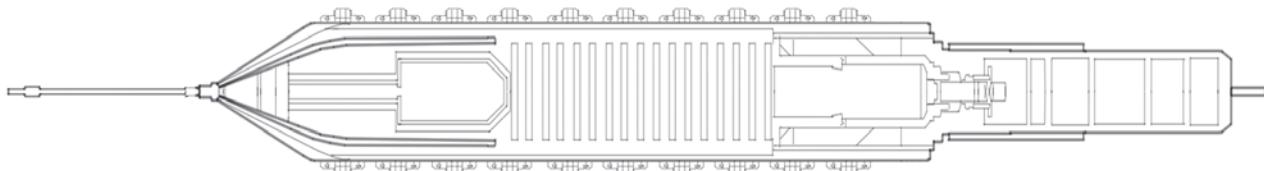




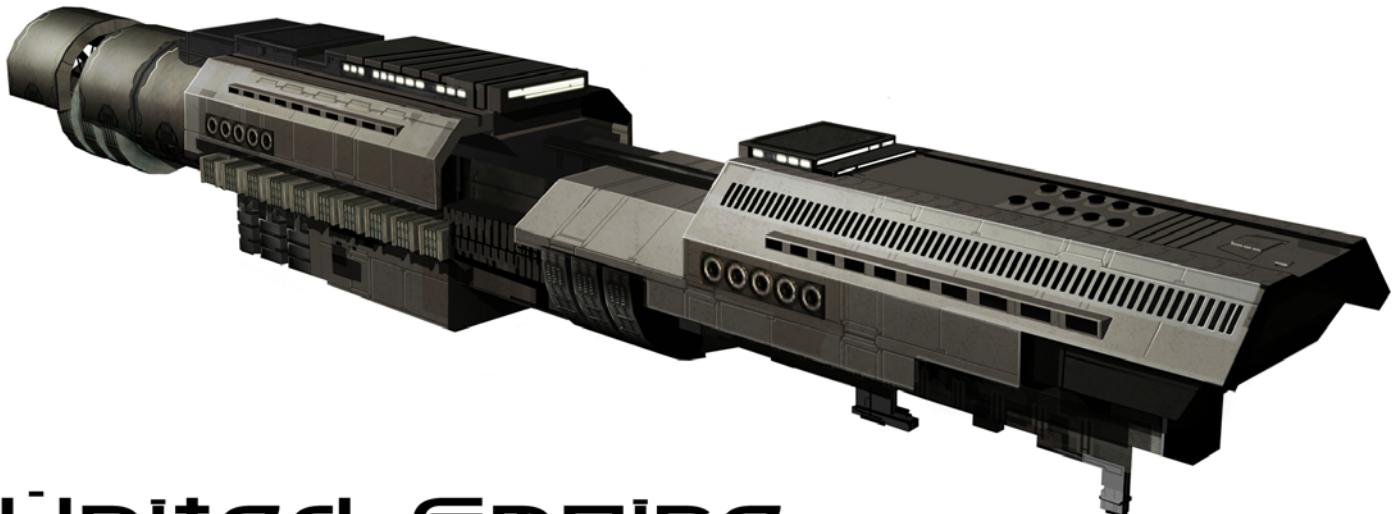
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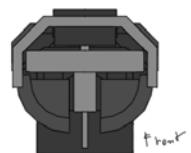
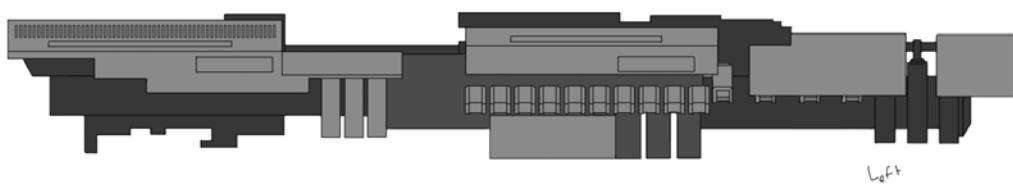
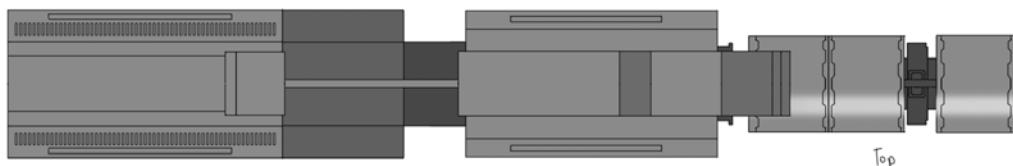
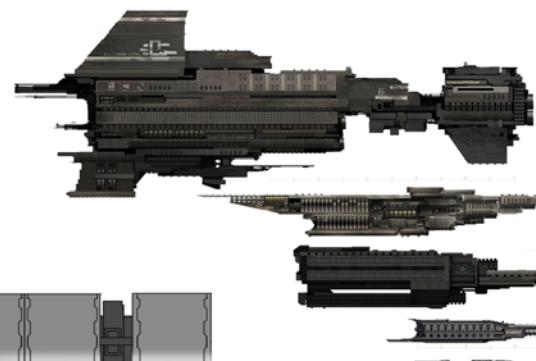
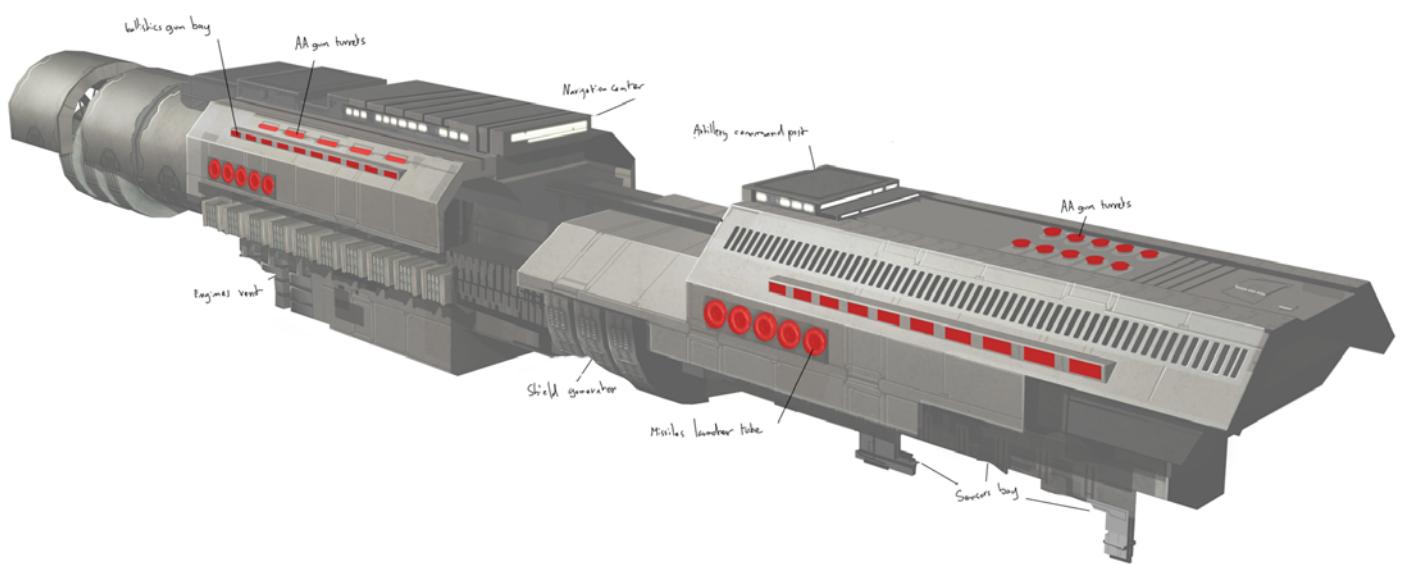
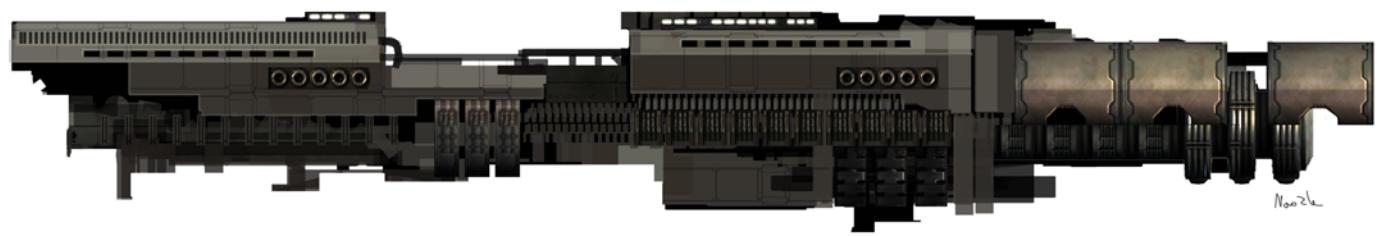
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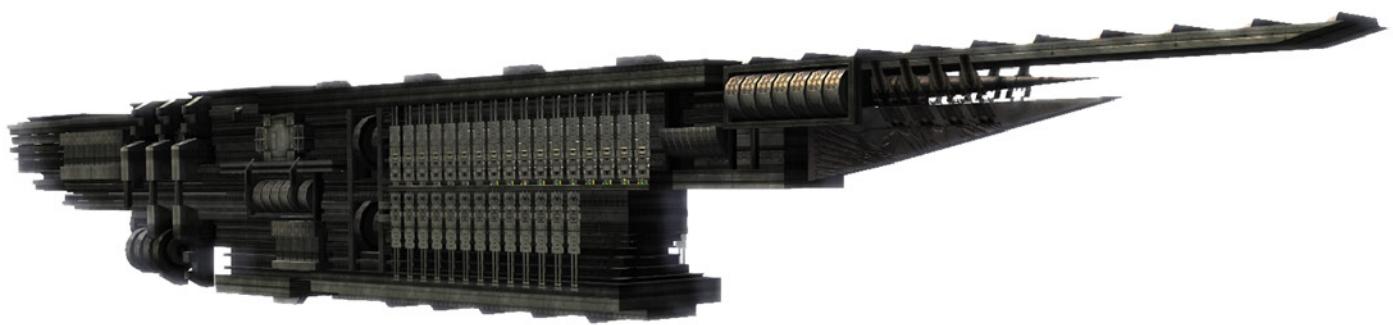


United Empire Destroyer

The United Empire Destroyers have a very utilitarian design and function. Created to serve as light weapons platforms, a destroyer has a greater ability to stack weapons modules than other ships but also benefits from the improved survivability of the Empire's ship designs. Taken together, a Destroyer-class vessel provides an extremely valuable ship at an excellent price point, and the yards that build them are generally viewed as good investments.

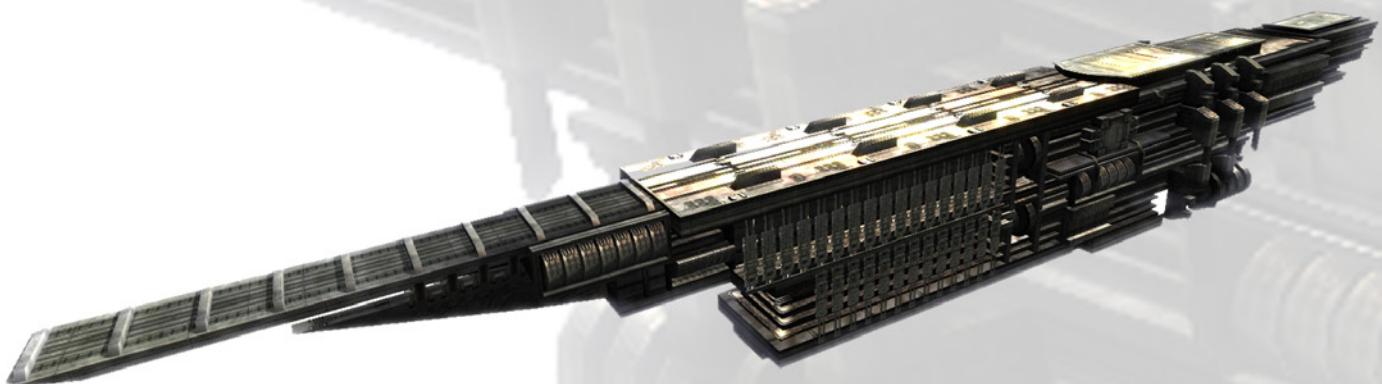


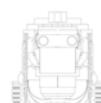
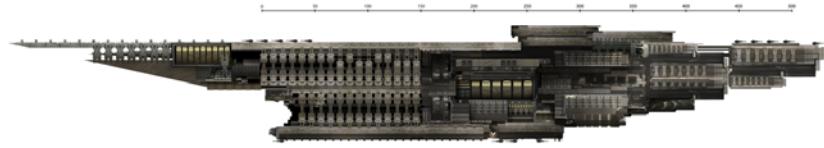
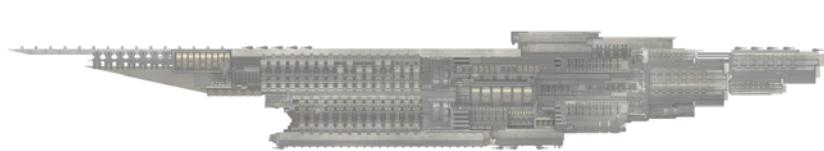
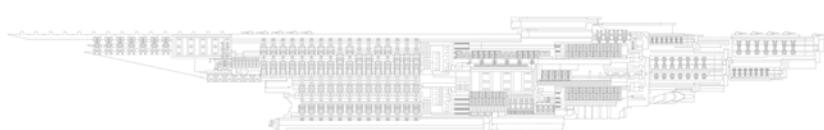
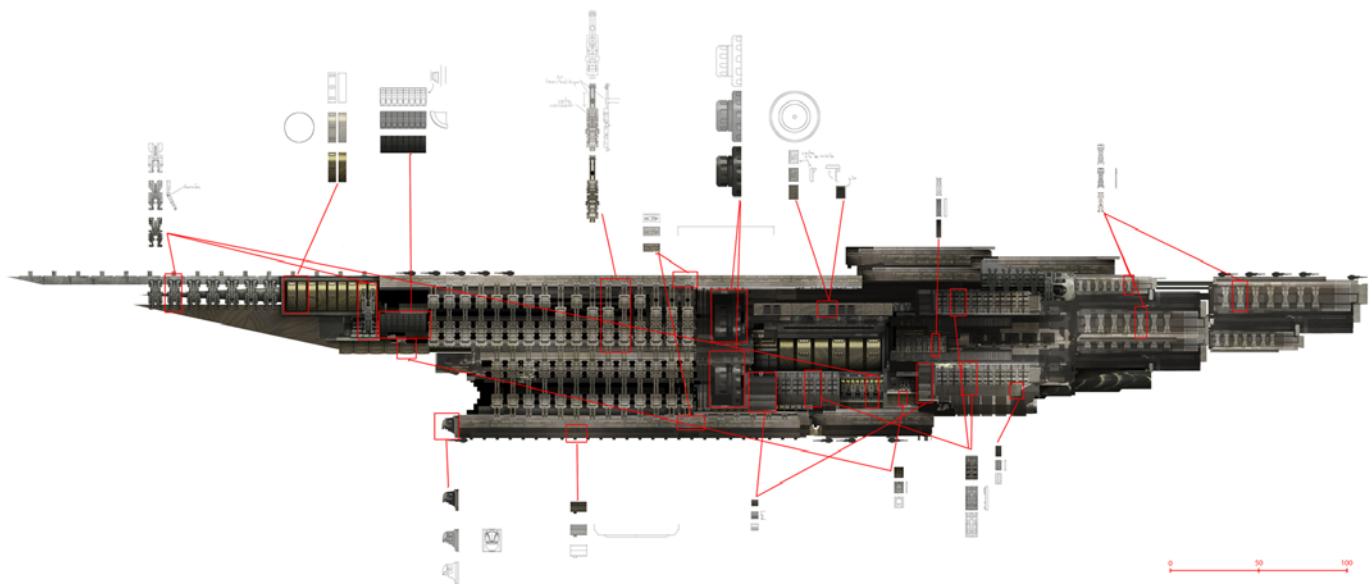


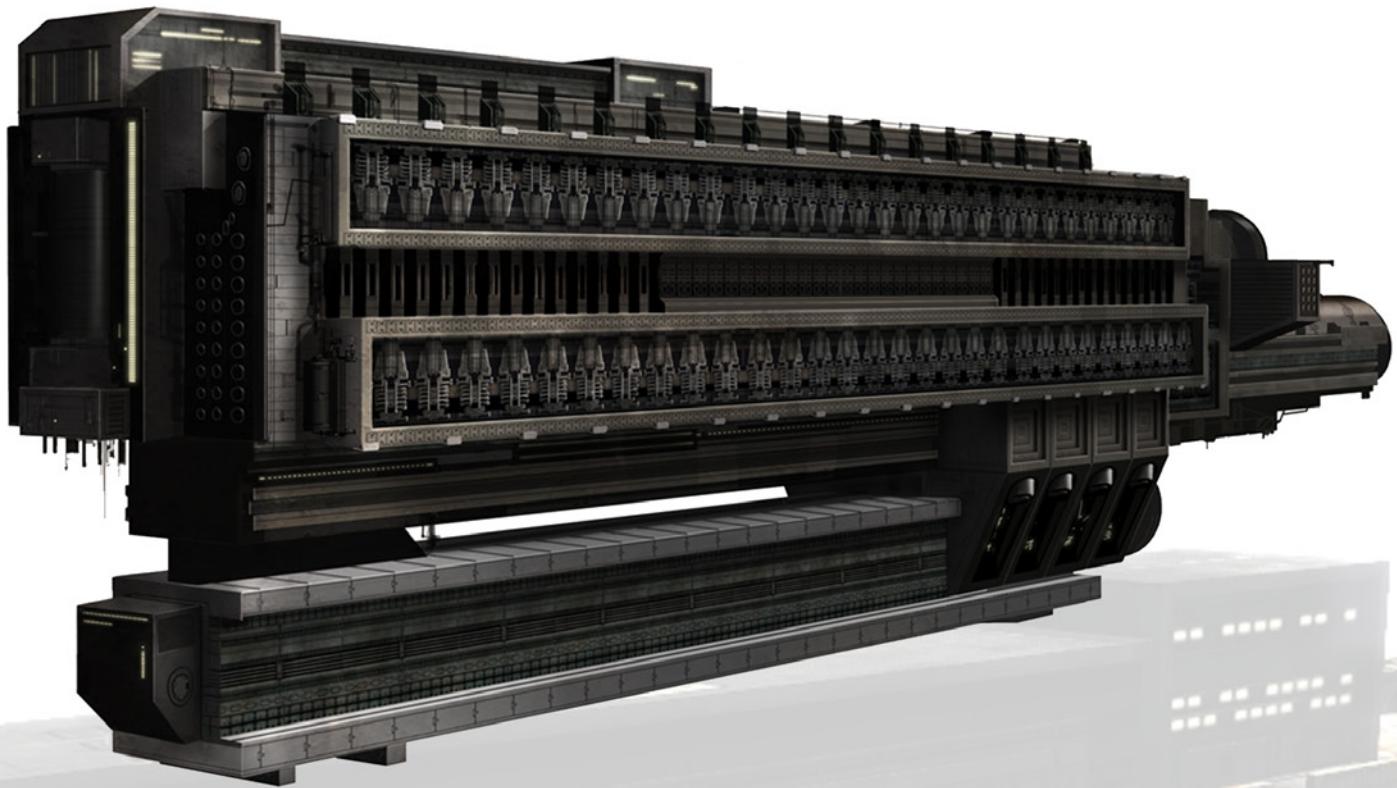


United Empire Cruiser

Cruiser-class ships in the Empire are designed primarily for conquest. Adapted from heavy mining ships that already had improved surface-to-space capabilities, UE Cruisers are not only excellent for use in planetary invasions but contain defensive systems that allow them to absorb an enormous amount of damage. Unfortunately they require a relatively rare substance, titanium-70, for their construction, and the Empire's mining policy has led its opponents to refer to t-70 as "conflict minerals" or "blood resources".



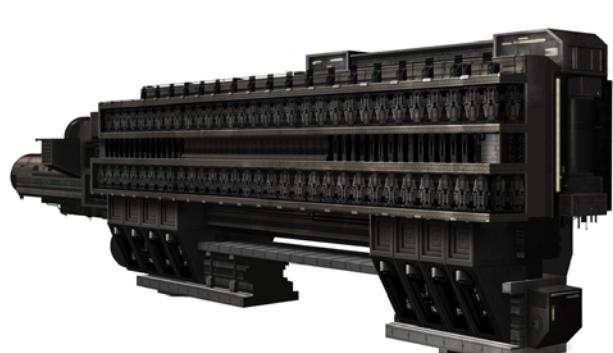
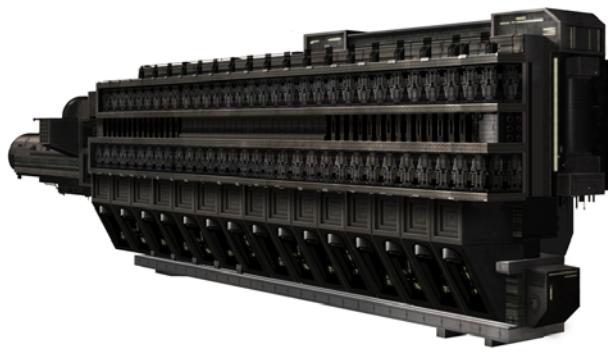
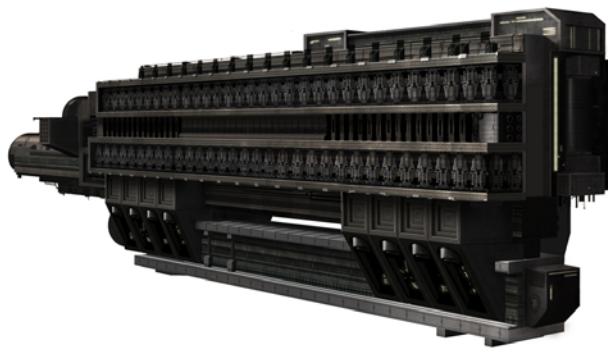
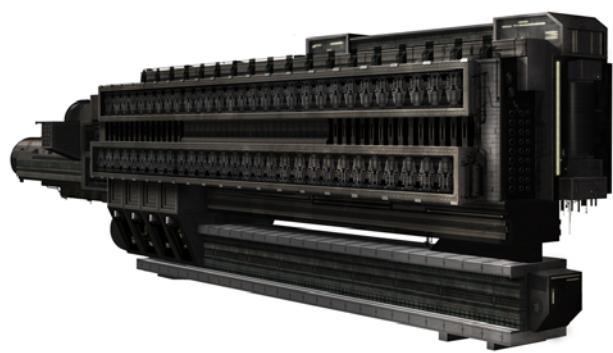
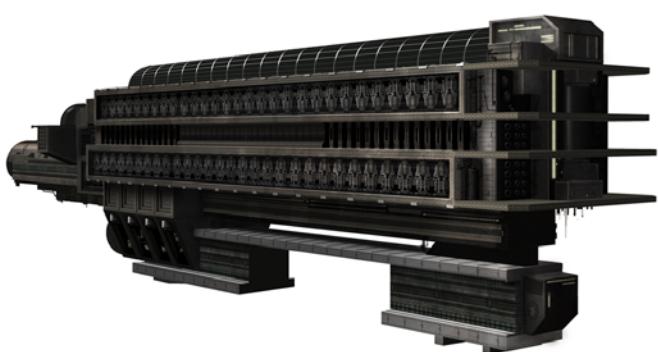
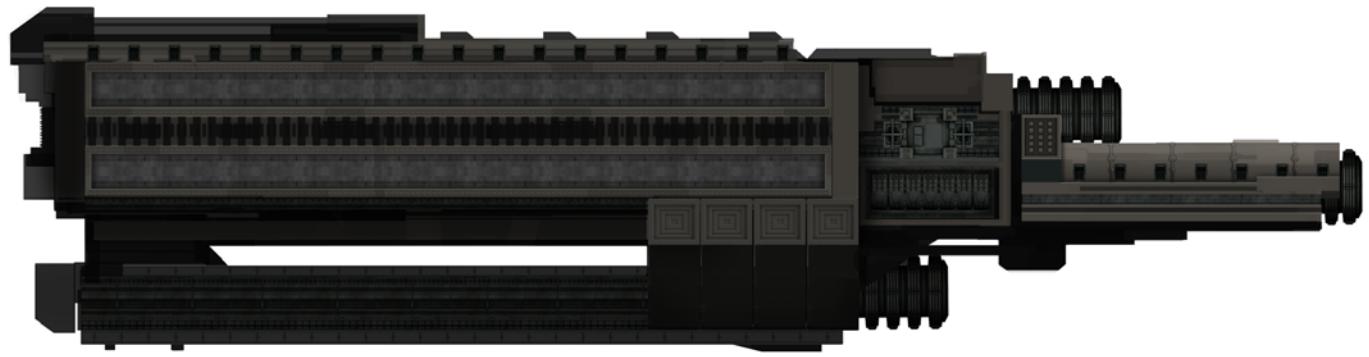




United Empire Battleship

The United Empire Battleship was first designed in a panic as a response to an unexpected -- and brilliant -- Hissho invasion. While the normally robust ships of the Empire were already effective in defense, the Empire navy discovered that the Hissho weapons made even their solid vessels vulnerable. By designing a hull that permitted increased stacking of defensive systems, the Empire was able to slow the Hissho advance and eventually recover the three lost systems.



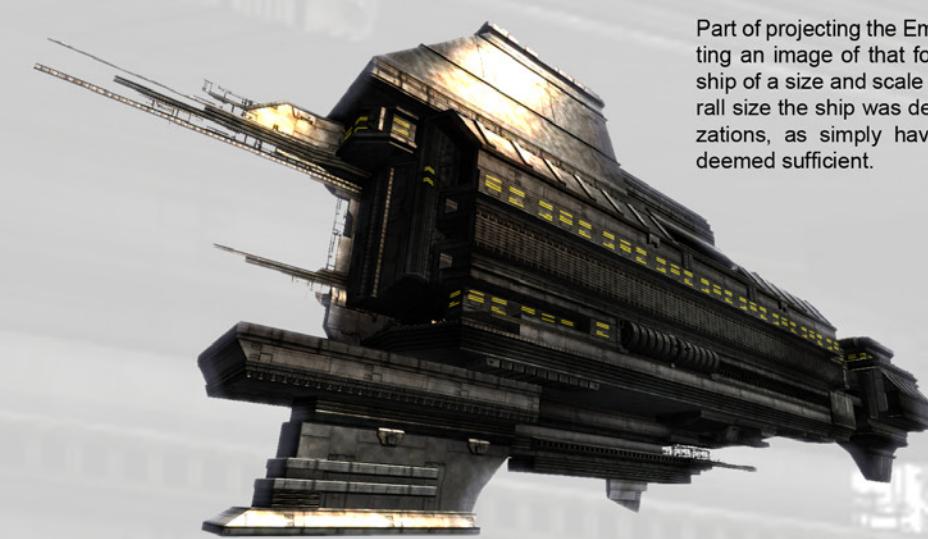


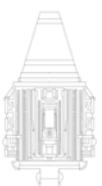
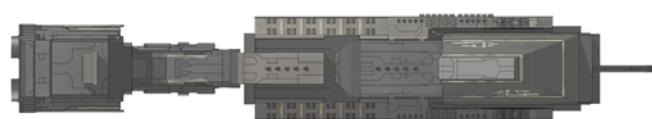


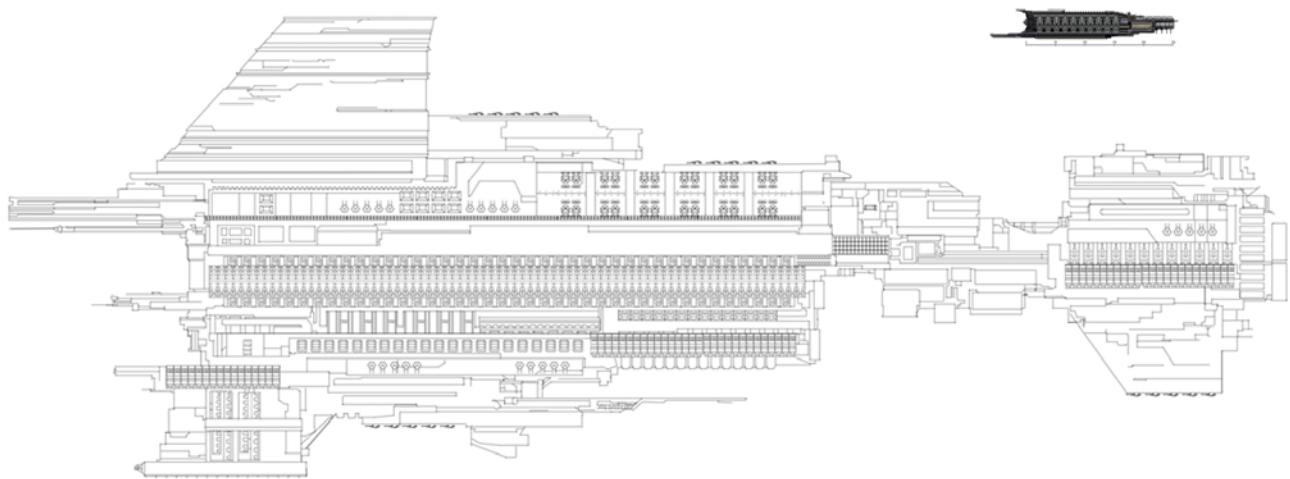
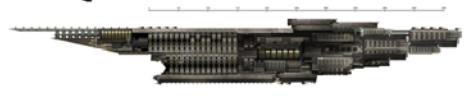
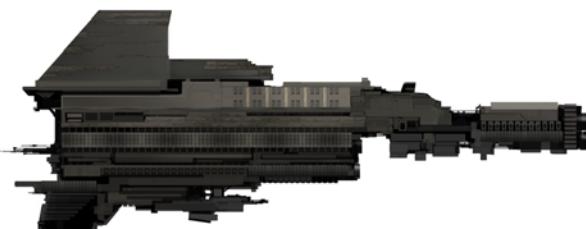
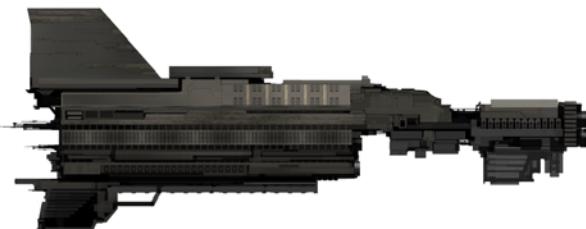
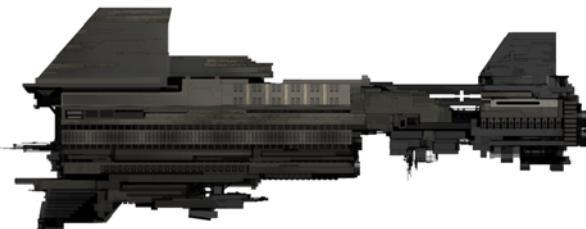
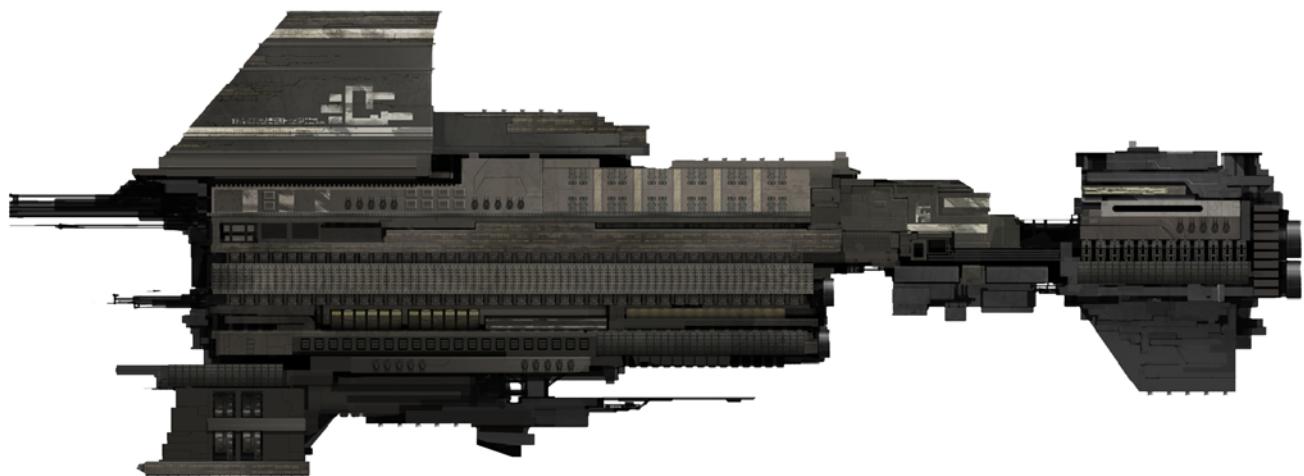


United Empire Dreadnought

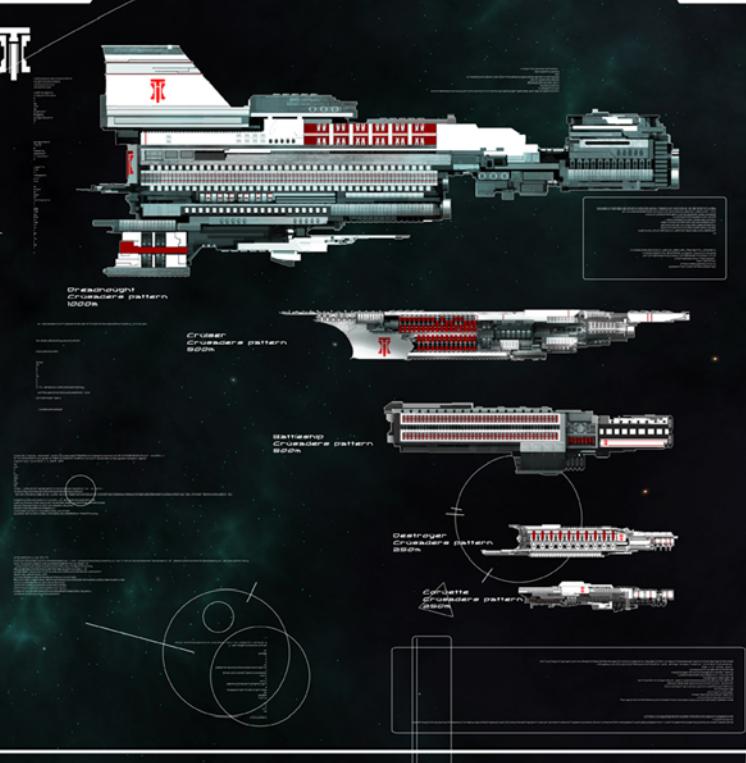
Part of projecting the Empire's military force across the galaxy is also projecting an image of that force. The Dreadnought platform is precisely that: A ship of a size and scale that awes friends and enemies alike. Due to its overall size the ship was designed without any specific advantages or customizations, as simply having that much capacity for various systems was deemed sufficient.







UE ship design Crusaders patterns



UE ship design Cinnabar patterns





United Empire RESEARCH/DESIGNS Characters





■ On certain ceremonial occasions, Emperor Maximilian Zelevas receives friends and visitors in the great throne room of his palace on Raia.



■ A few emperor designs. We ended up simplifying the clothing

■ Four other studies for the head and hair



■ Another pose, not used

Studies for the Emperor

The artists did a lot of studies for the Emperor. While the clothing was relatively straightforward -- based on a 19th century military look with a bit of streamlining -- it took us a while to figure out the style and the look of the individual.

Finally, based on concepts for the faction that leaned towards colonial empires and Eastern European names, we ended up going with the 'distinguished-and-dangerous elder gentleman' look.



■ Zelevas's court dress. Communications and defense systems are integrated into the cloak and cowl.



■ Close-up portrait

The Emperor

Maximilian Zelevas is not the first emperor to accede to the throne from private industry rather than a noble family. Previously the CEO of a wide-ranging conglomerate, XenoMine Corp., he was able to oust the failing Emperor Willema Szinda by gaining the support of the Sheredyn legions.

What deal was made to achieve this has never been made public, but since his rise to power the Sheredyn have become increasingly autonomous.

Jorūn Egezrey

A dangerous operator, Egezrey is known for his affection for data. He will take the time necessary to analyze and calculate risks, then happily leap in and take them. As a member of a corporate/military security department, Egezrey volunteered as a guinea pig to be infiltrated by Dust.



Ivan Gargarin

Ivan lived his early life among his people, learning the trades of thievery and trickery. He met his destiny the day he tried to steal Dust from a plain-clothed officer of the Empire's Secret Service; the dust he stole from the officer rose to his defense before he could be captured. That same day a special assault squad cornered him in his hideout and they made him an offer he couldn't refuse...

Karta Vauclas

For a number of reasons Vauclas is known as "Vice President of Winter." His icy blue eyes and his whispered, breathy speech pattern are obvious; only those who have worked closely with him realize that the nickname is also due to his pitiless, analytical decision making that gives no weight to sentiment, loyalty, or intuition.



Jutka Naratya

A product of the Empire's Corporate Military Academy, Naratya's success as a pilot led her to lucrative sponsorship contracts with corporations that were underwriting colonization efforts. Her dry wit and irreverent attitude were at odds with their PR plans, however, so Naratya was left alone--happily--to pursue her dreams of flight and exploration.

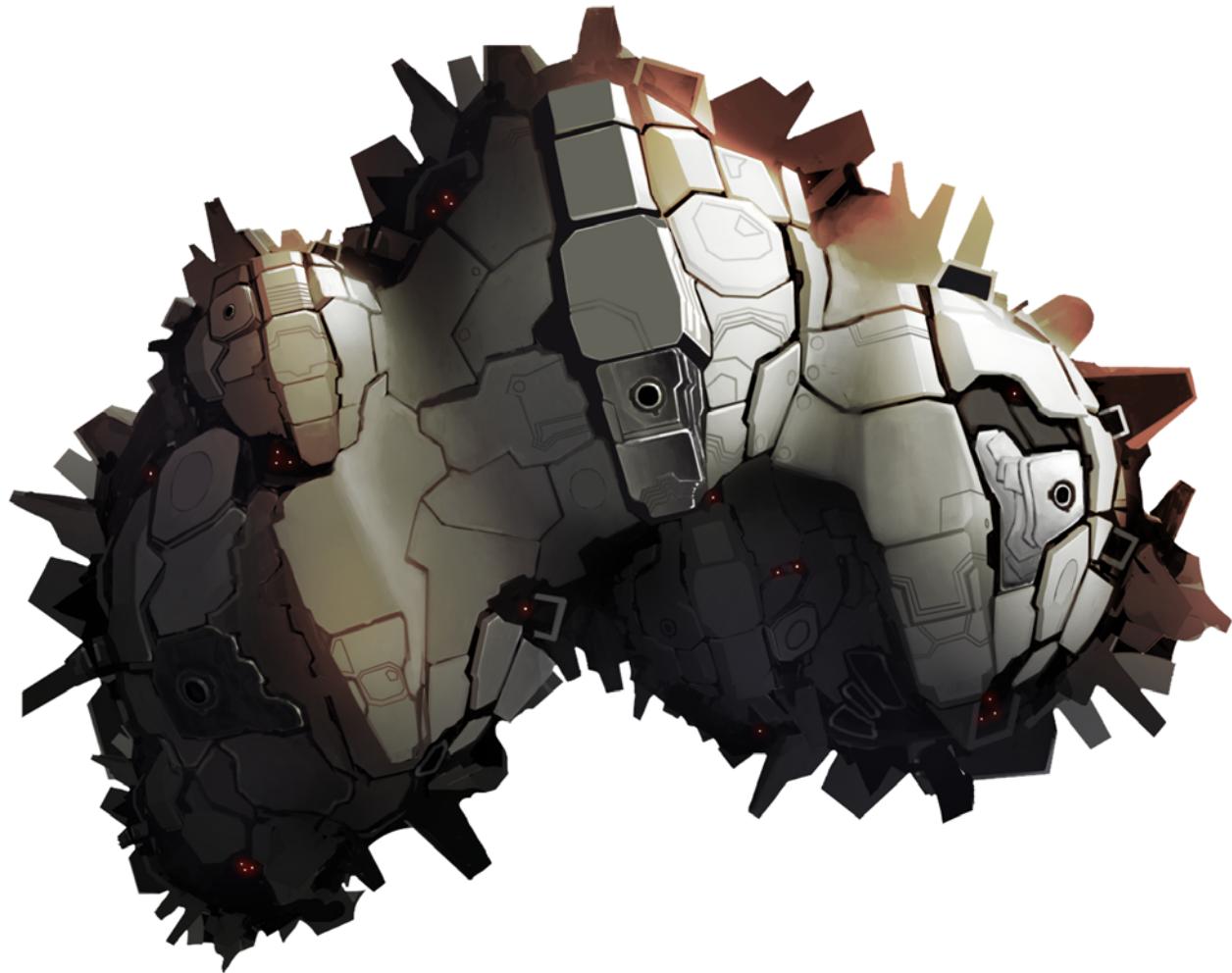
Humans Size chart



1,80



1,60



One can argue whether this robotic race is intelligent or not. While their ability to plan, develop, build, and navigate is as good or better than any non-artificial life form, the fact that they lack free will calls their "intelligence" into question. In fact, the Sowers -- as they are commonly known -- are following an ancient set of protocols rather than acting on their own initiative.

Their original programming is lost in the haze of time; its commands recompiled, updated, adapted, imported, exported, re-interpreted, and translated an uncountable number of times. What we do know is that they are the descendants of a colony of terraform-specialized robots, dropped on a barren world to prepare it for habitation by the Endless. The work took centuries, if not millennia, during which time the Great Schism occurred and the Endless decimated themselves in the Dust Wars. When their work was complete the robots found themselves lost and adrift, alone on a verdant planet with no further instructions or goals.

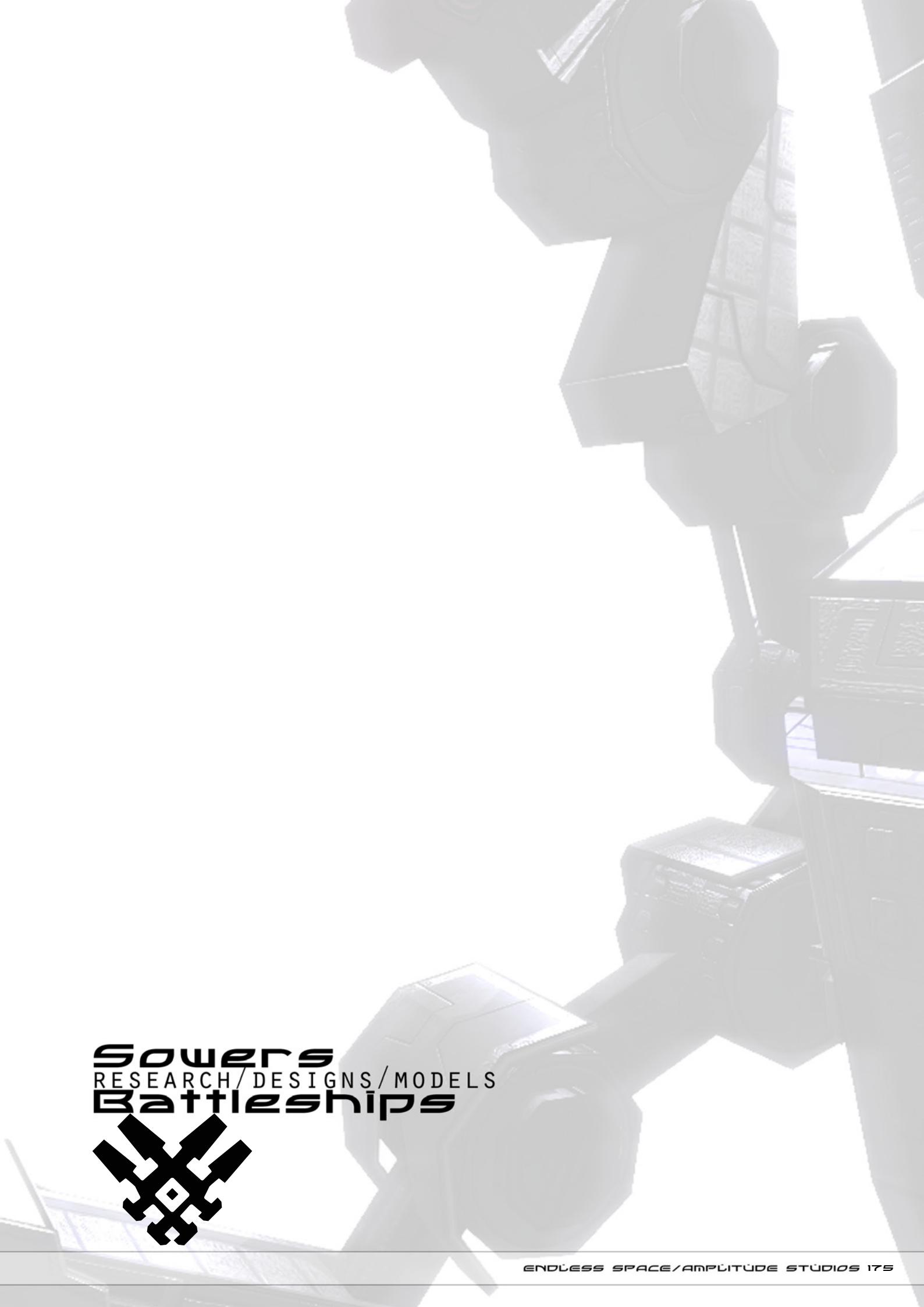
The robots had a purpose, however, and could not accept the idea of stopping their work or turning themselves into scrap. What they did instead was to take their original mission, and extend it across the galaxy. Rather than one planet, they must prepare all planets. Rather than for the specific Endless who programmed them, they must prepare for the return of all Endless. Whether this was an act of free will, or merely an extension of their operative instructions, is the crux of the debate.

Philosophical questions aside, the Sowers will continue to follow their Calling as they discover, explore, and develop new worlds. Even if those worlds are already inhabited...

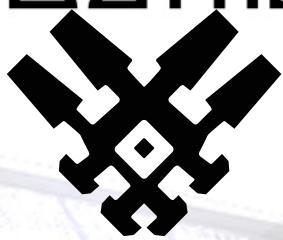
The Sowers

CHARACTERS AND SPACESHIPS





Sowers RESEARCH/DESIGNS/MODELS **Battleships**







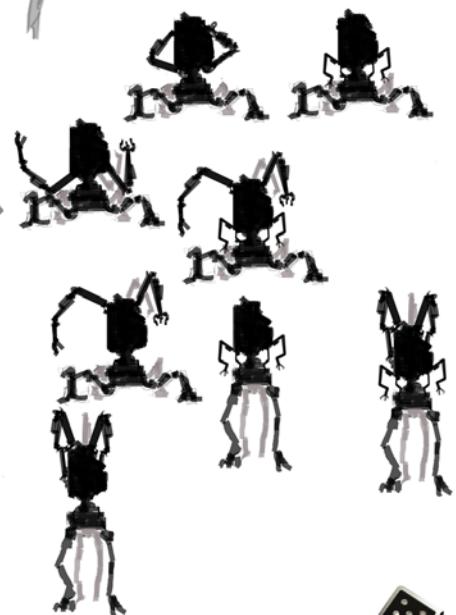
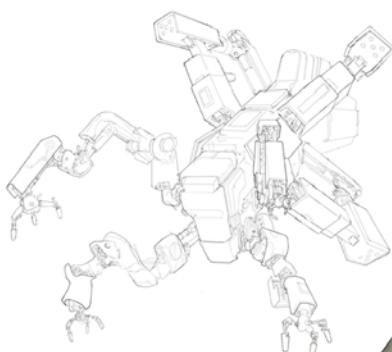
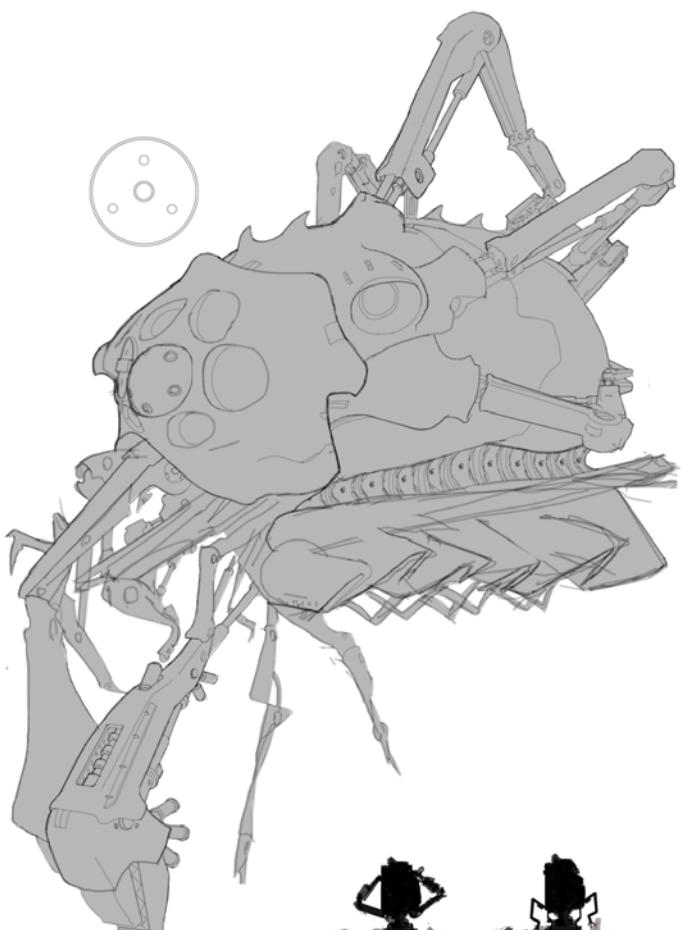
■ Terraforming operations underway on a barren planet; quantity and activity of vessels indicate an accelerated effort



Sowers Surveyor

The lightest class of ships in a standard Sower fleet, the Surveyor is designed to discover new planets in need of infrastructure development. As Surveyor-class ships often operate alone on the fringes of explored space, they have been optimized for scanning and sensing, long voyages, and self-repair. This also makes them useful as scouts for Sower fleets when they run across peoples whose existence is not consistent with the Calling.



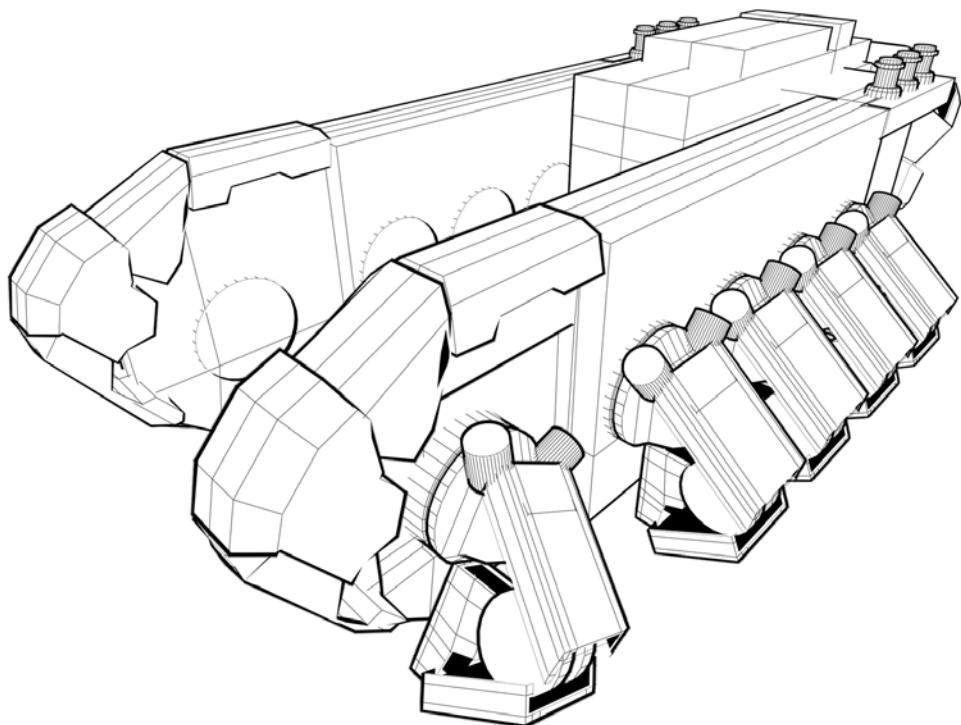
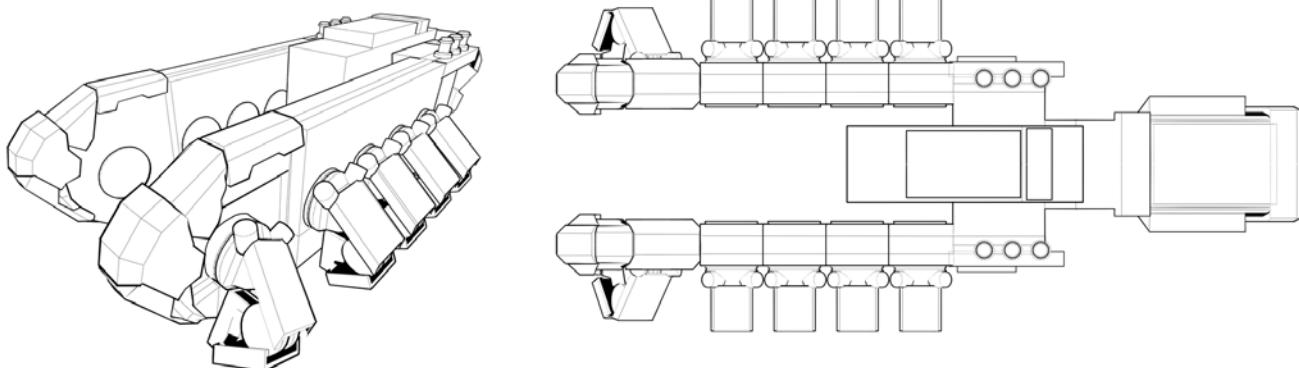
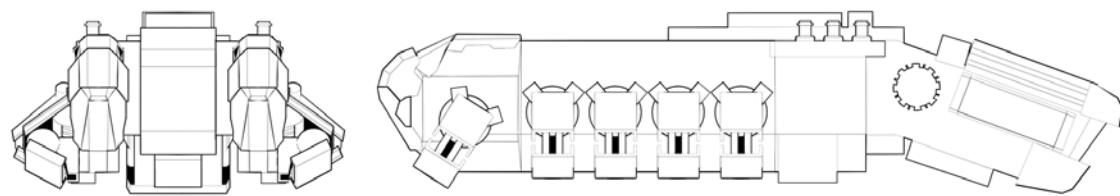
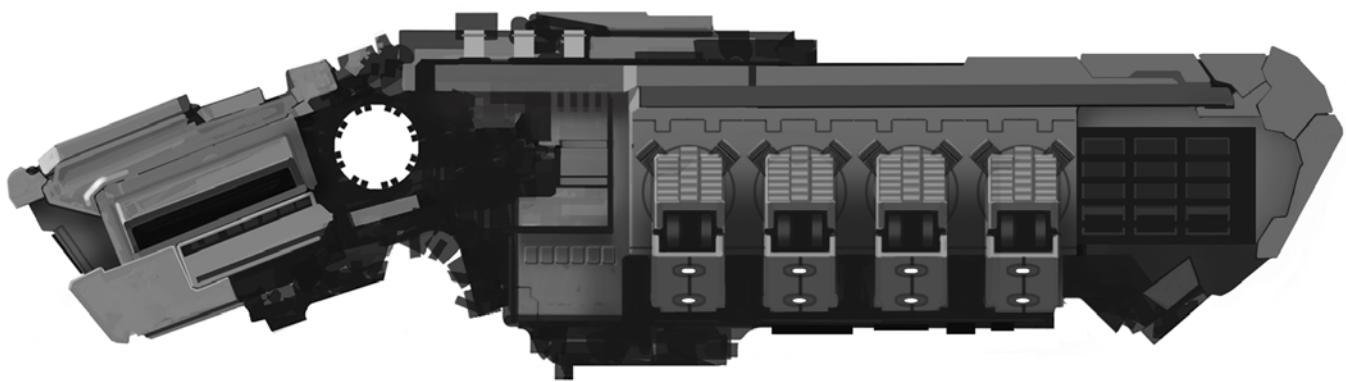




Sowers Hammer

Known by the Sowers as the "Hammer" class of starship, they are a relatively small hull that can easily be adapted as a weapons platform. While the Hammer class was originally created for delivering atmospheric alteration systems -- gases, liquids, and various complex chemical compounds to create or enforce a working atmosphere -- these delivery mechanisms can be easily adapted as weapons platforms.

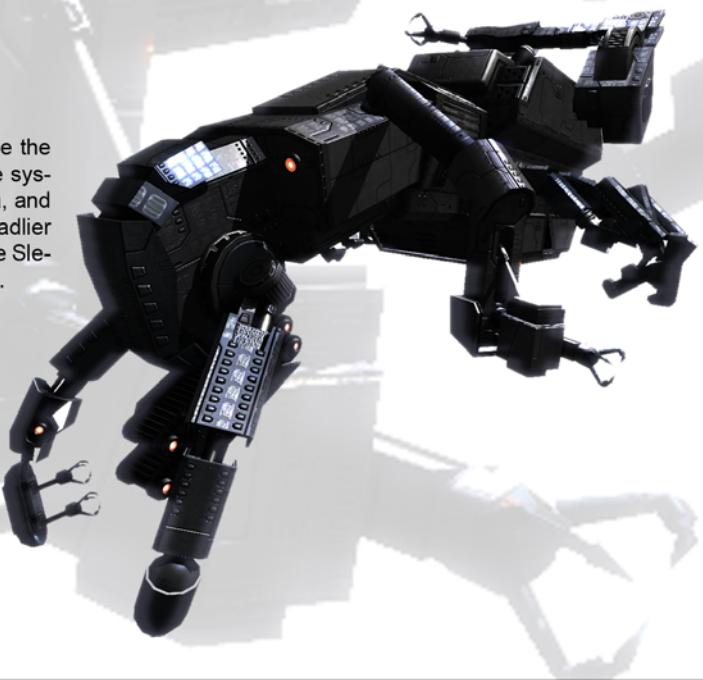


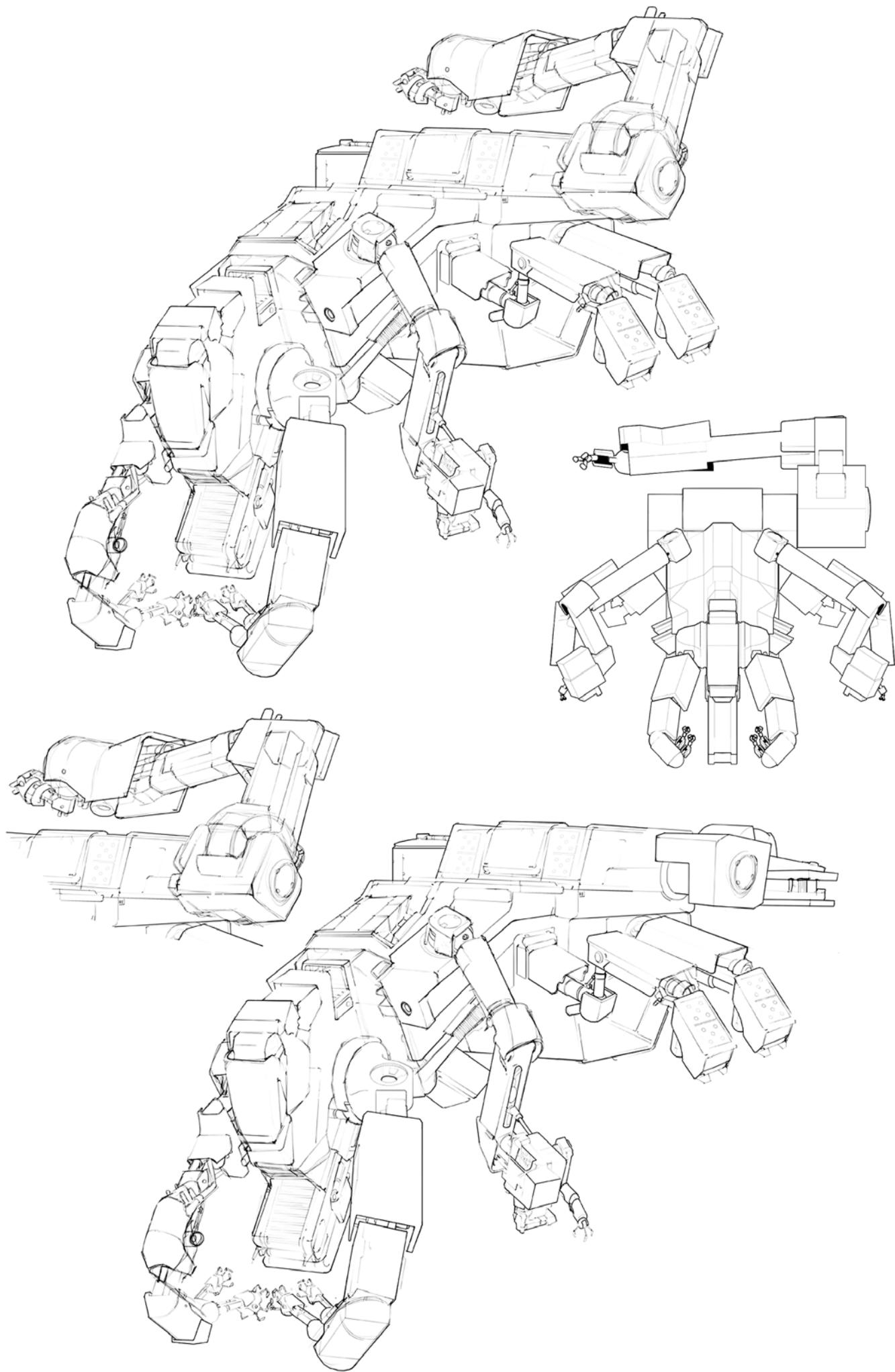




Sowers Axe

Cruiser-class ships are known as "Axe" vessels by the Sowers. While the initial blueprint was for light construction and terraforming vessels, the systems that were originally designed to drop organic chemicals, bacteria, and finely ground rock for planetary development were easily adapted to deadlier payloads. This space-to-surface capability is one of the reasons that the Sledge-class ships are particularly effective when using Invasion modules.

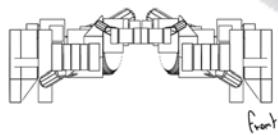
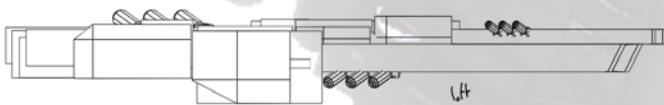
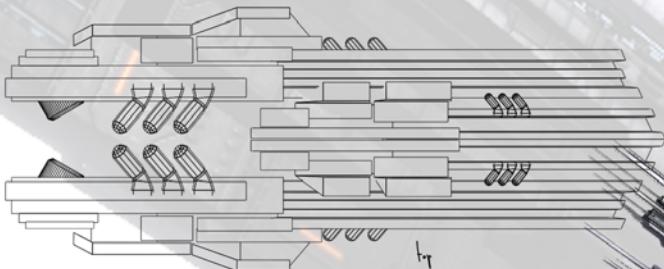
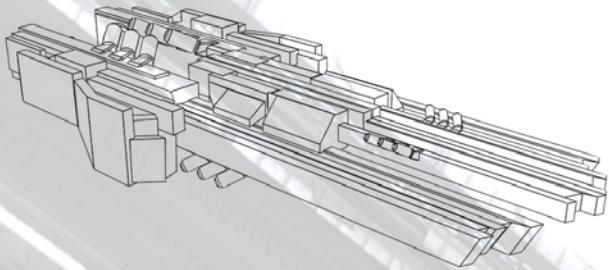


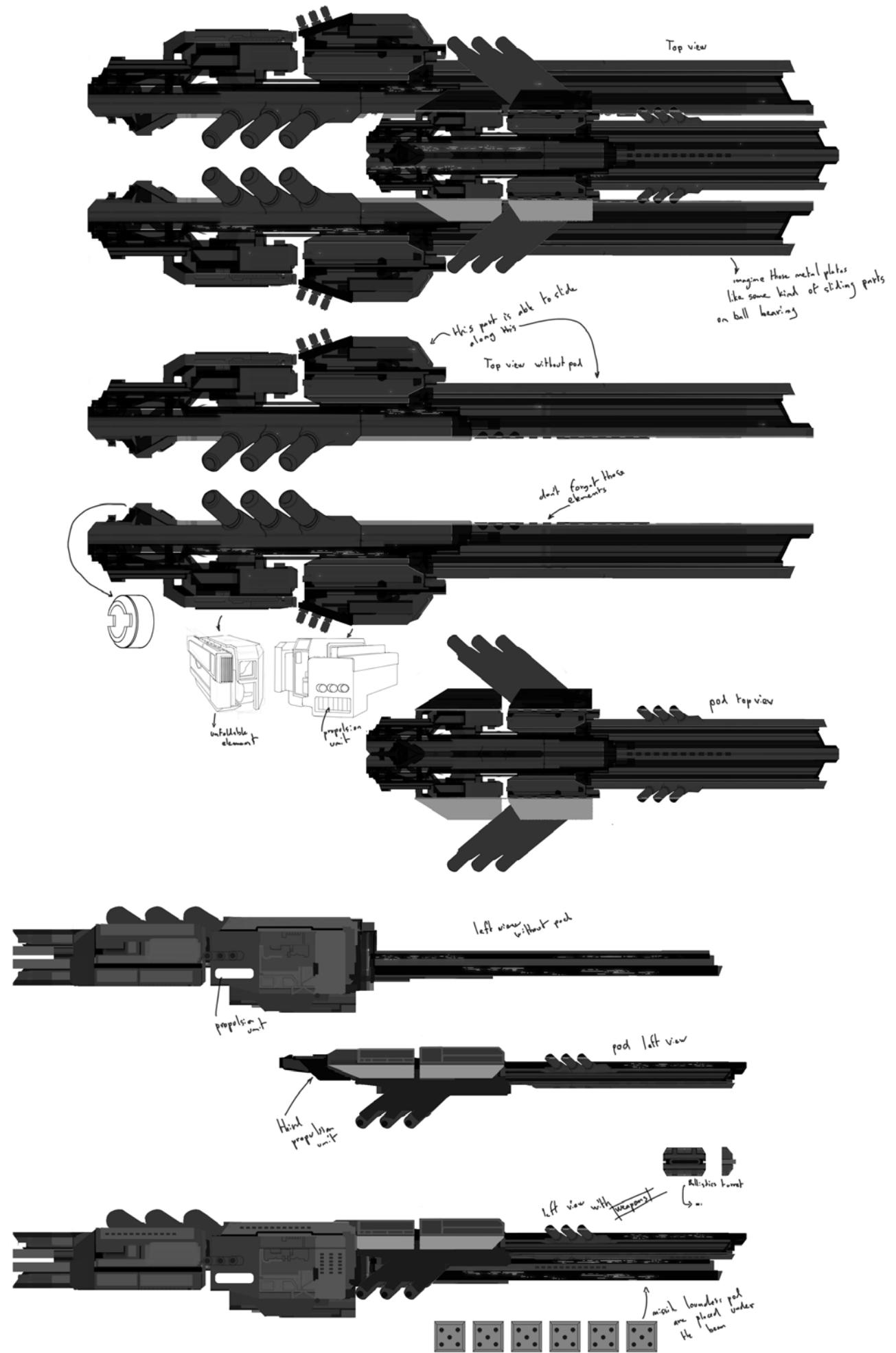




Sowers Anvil

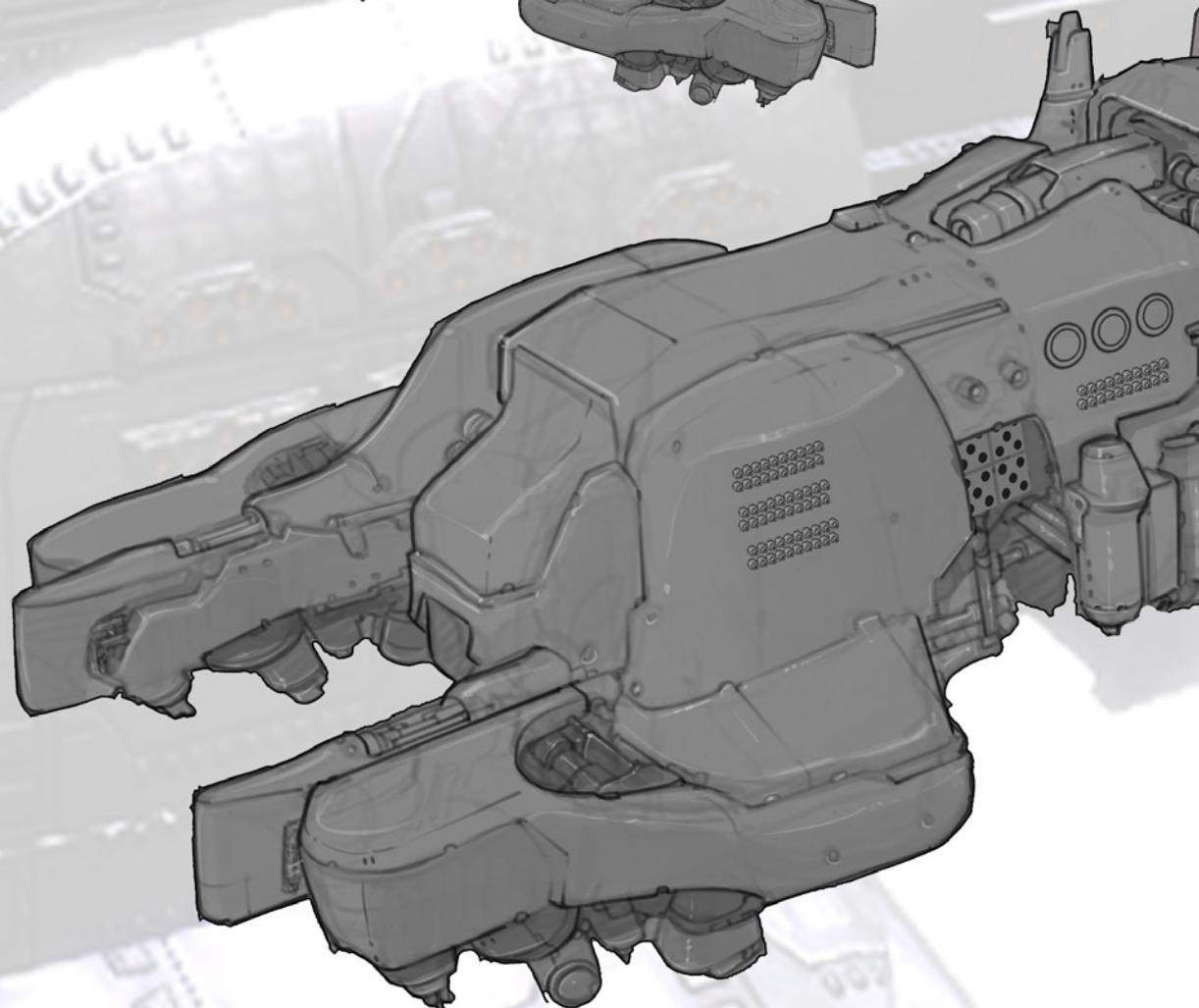
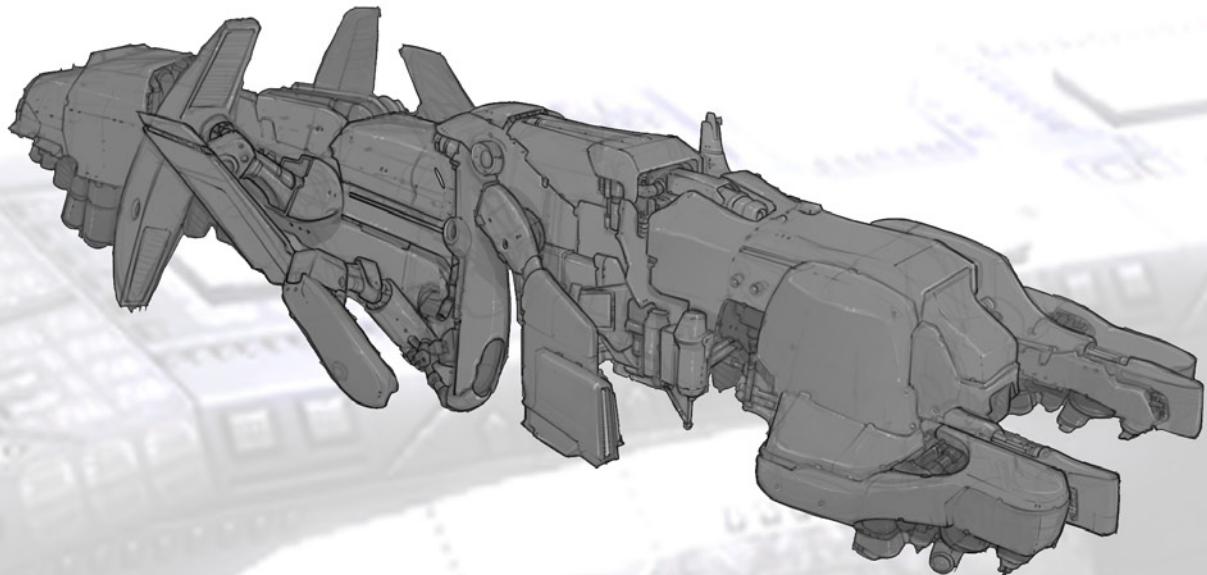
The blueprints for the Sowers' Anvil-class ship evolved from highly durable designs required to do terraforming in highly dangerous environments -- asteroid belts, gas giants, close to hot suns, etc. These ship types, built to withstand extremes of impact, radiation, and turbulence, turned out to be extremely effective in defense.

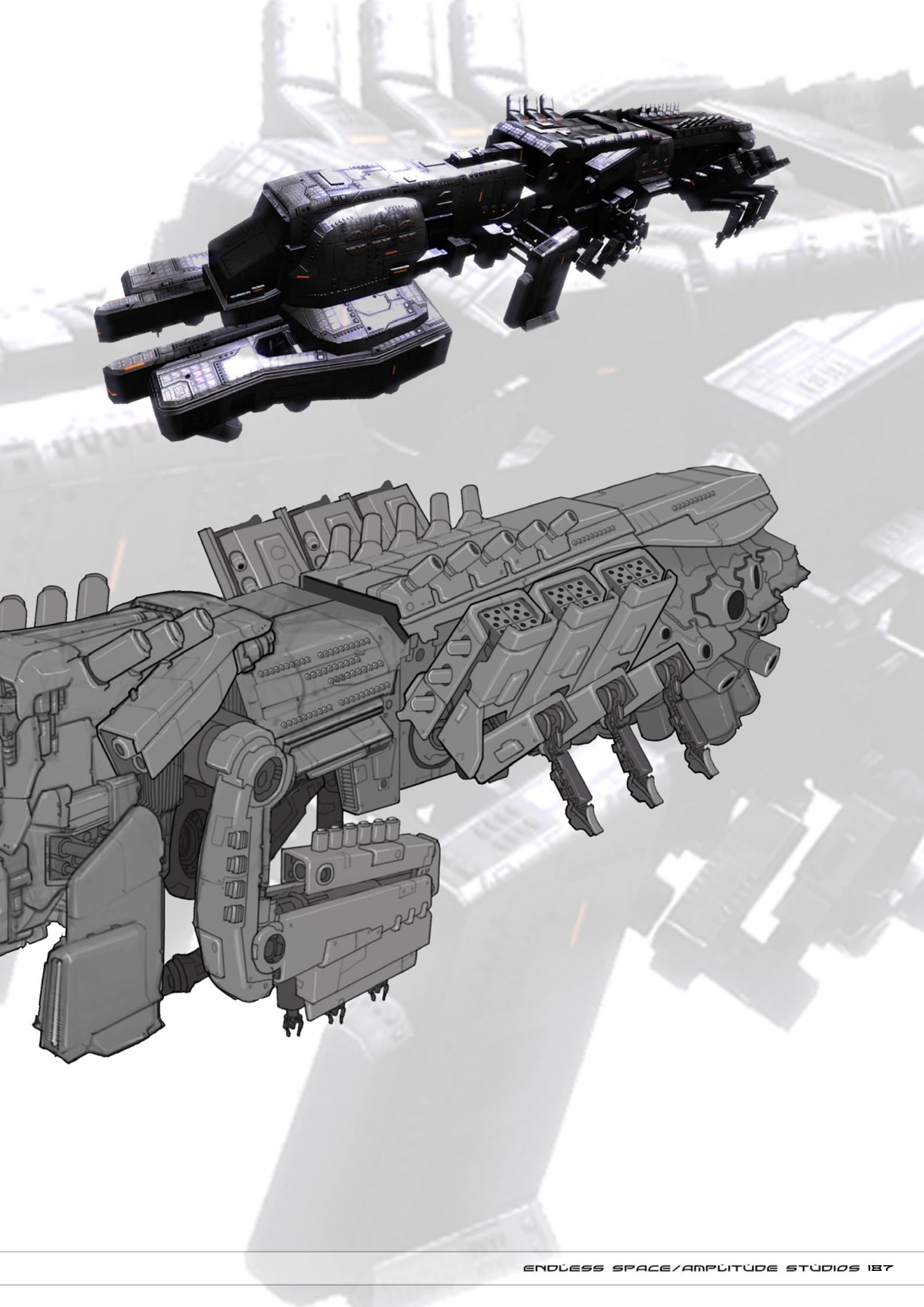


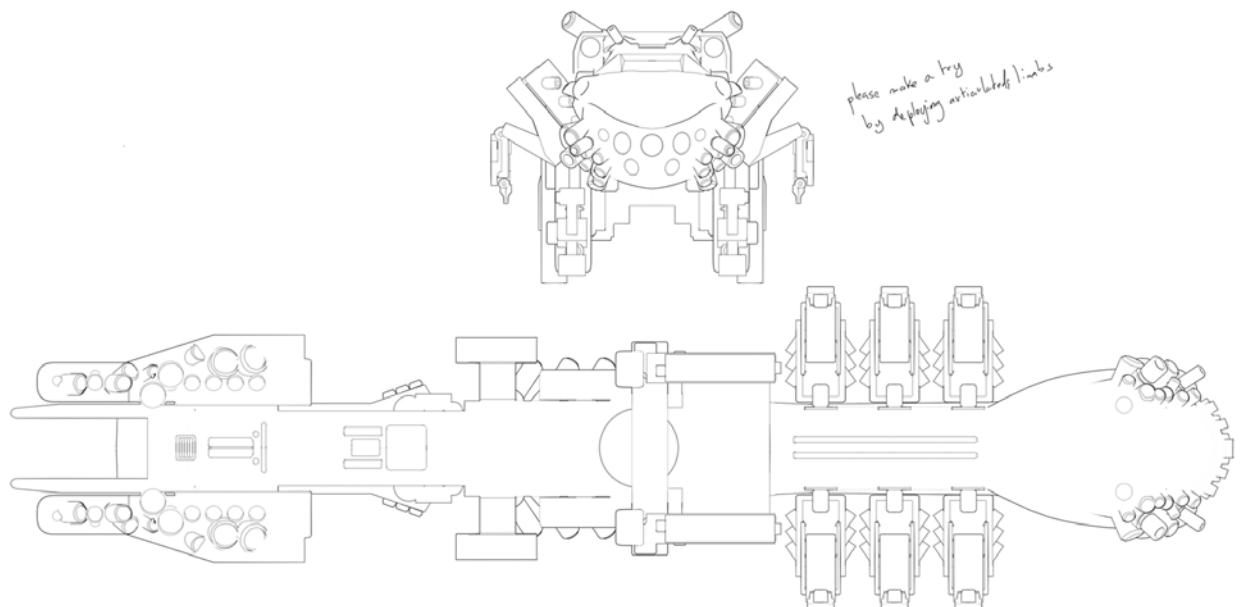
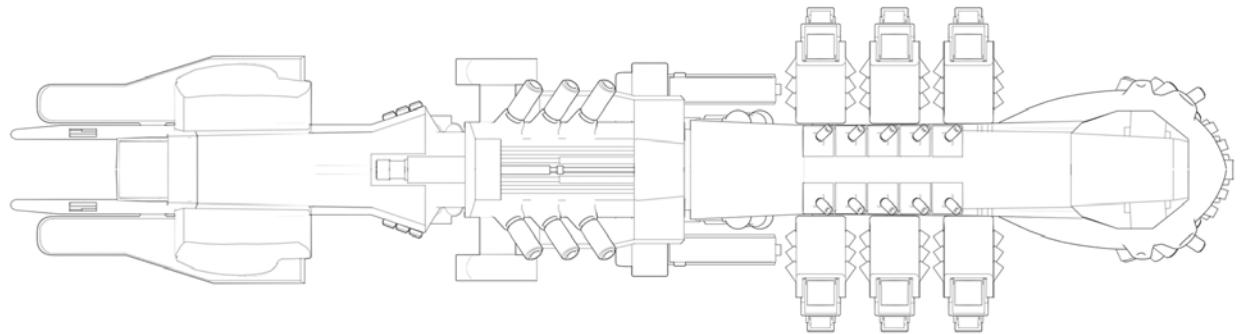
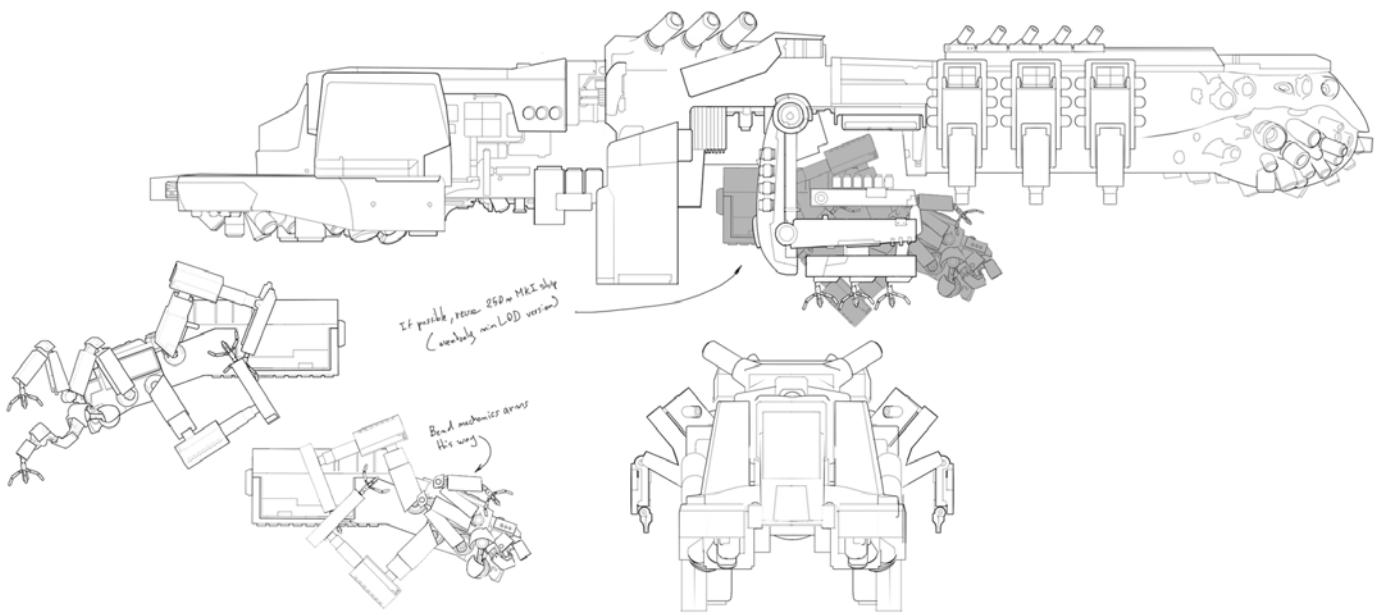


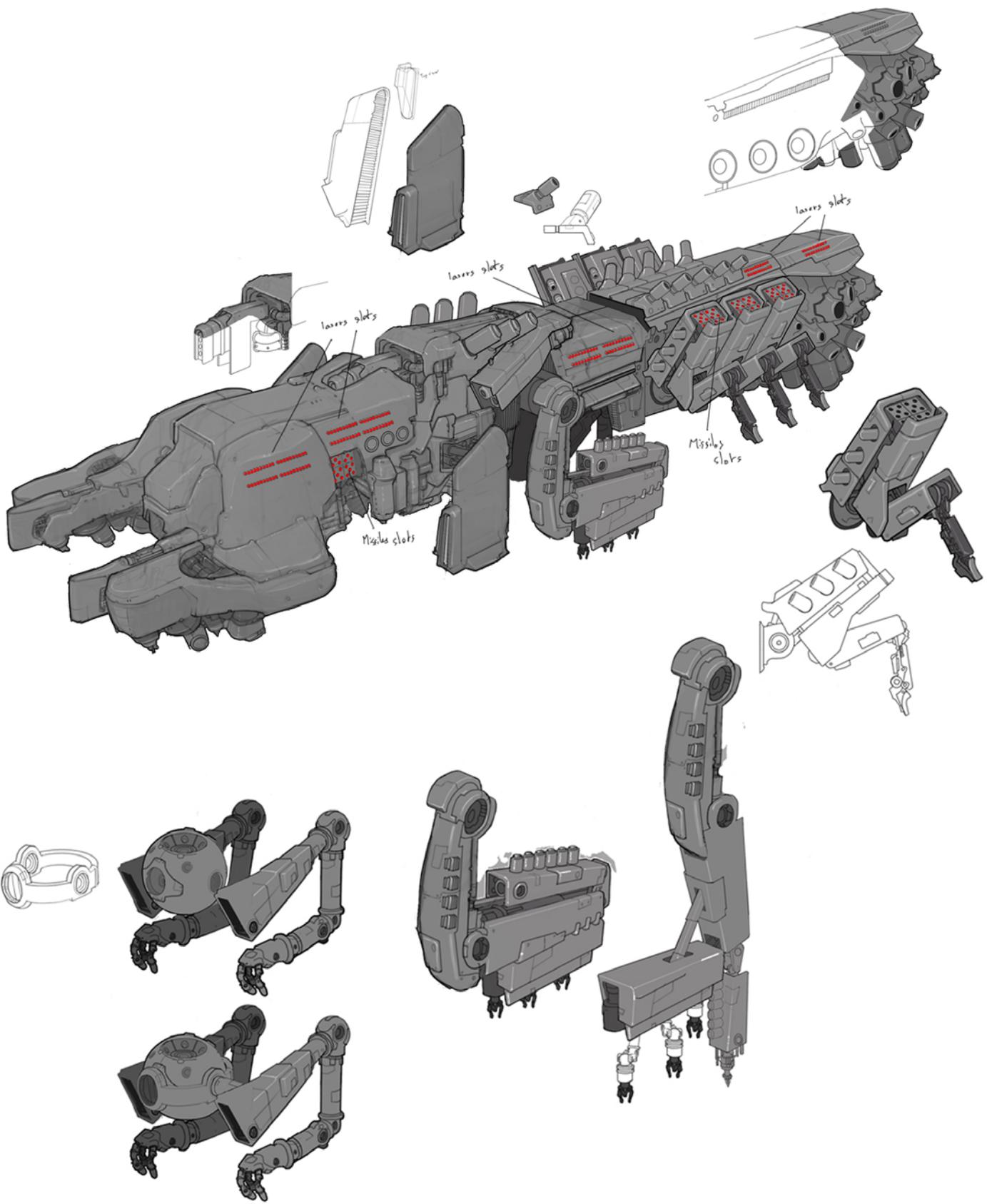
Sowers Piledriver

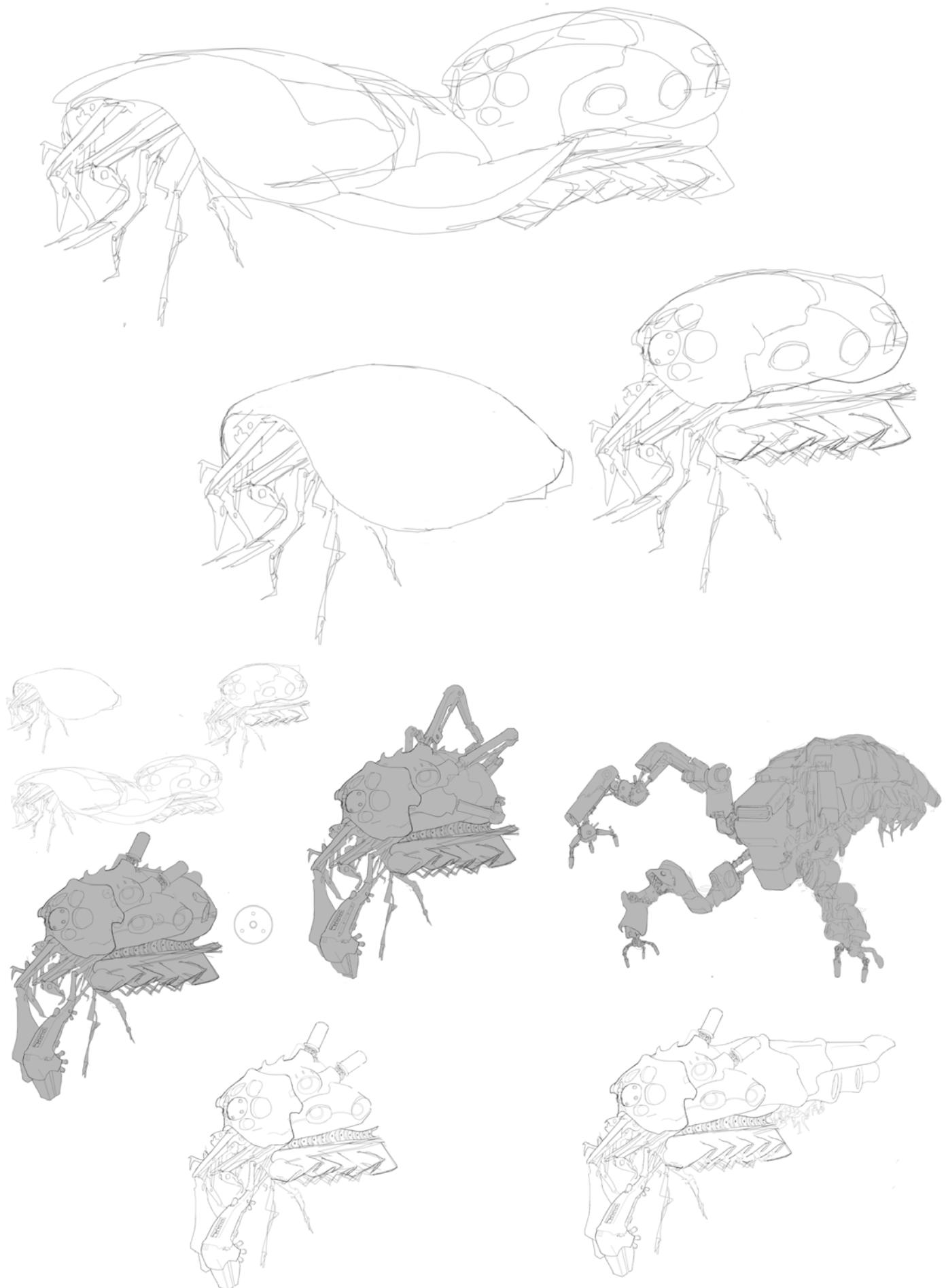
Sometimes, you just need to get a lot of whatever it is to wherever you're going. The Piledriver-class ships were designed to support the bulk movement of enormous quantities of machines, resources, and supplies. Twice the size of the Anvil platform, the Piledriver carries a mass that lives up to its name. Developed later in the history of the Sowers, these were created with an eye towards their military utility.











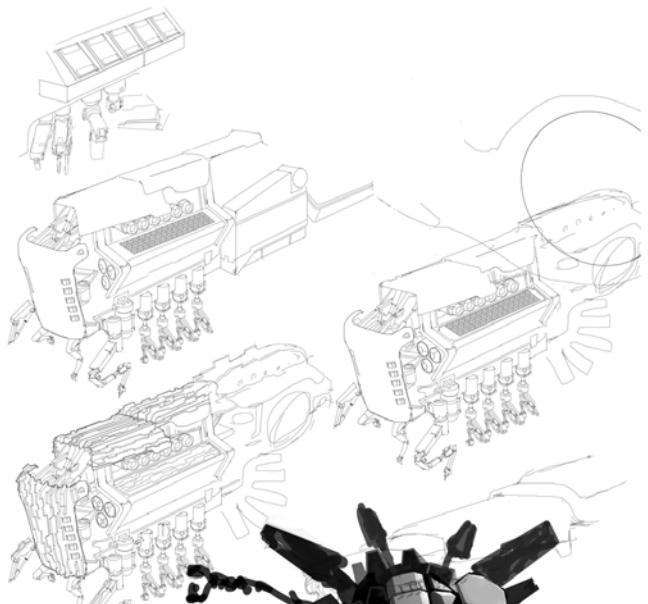
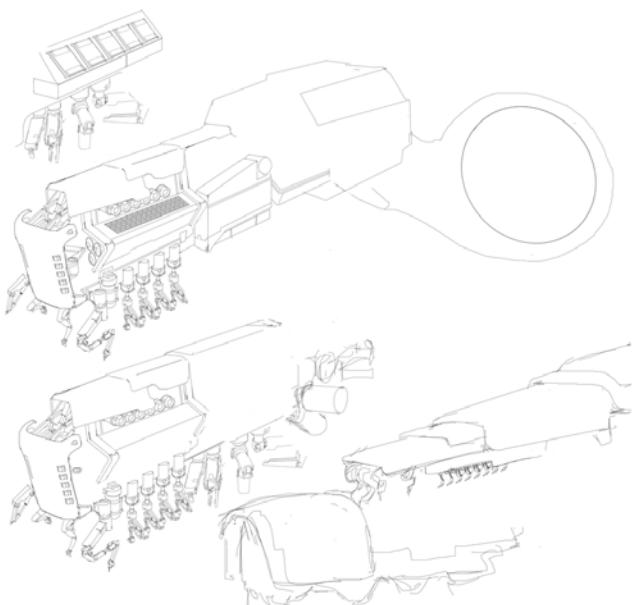


Sowers
RESEARCH/DESIGNS
characters



■ An image of almost mystical significance to the Sowers, this is one of their records of the first planet they terraformed, Kaynak.





■ Sower-as-warrior:
The addition of tripod legs and powerful
arms can make the basic Sower
look aggressive



■ Sower-as-technician:
A few tentacles and manipulating limbs
and you have a jack-of-all-trades

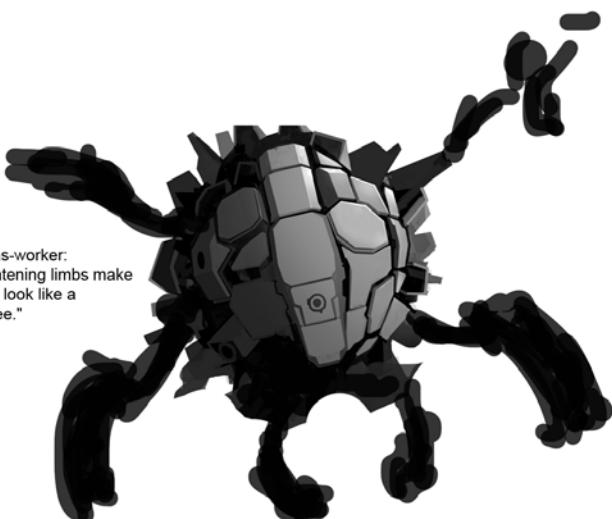
Sower morphology

The first designs done for the Sowers were too classically science-fictional-robot looking. Given the vast number of robotic images out there, from Daleks to C-3PO to Transformers, we had trouble finding something that would make the Sowers both slightly unique and similar to each other.

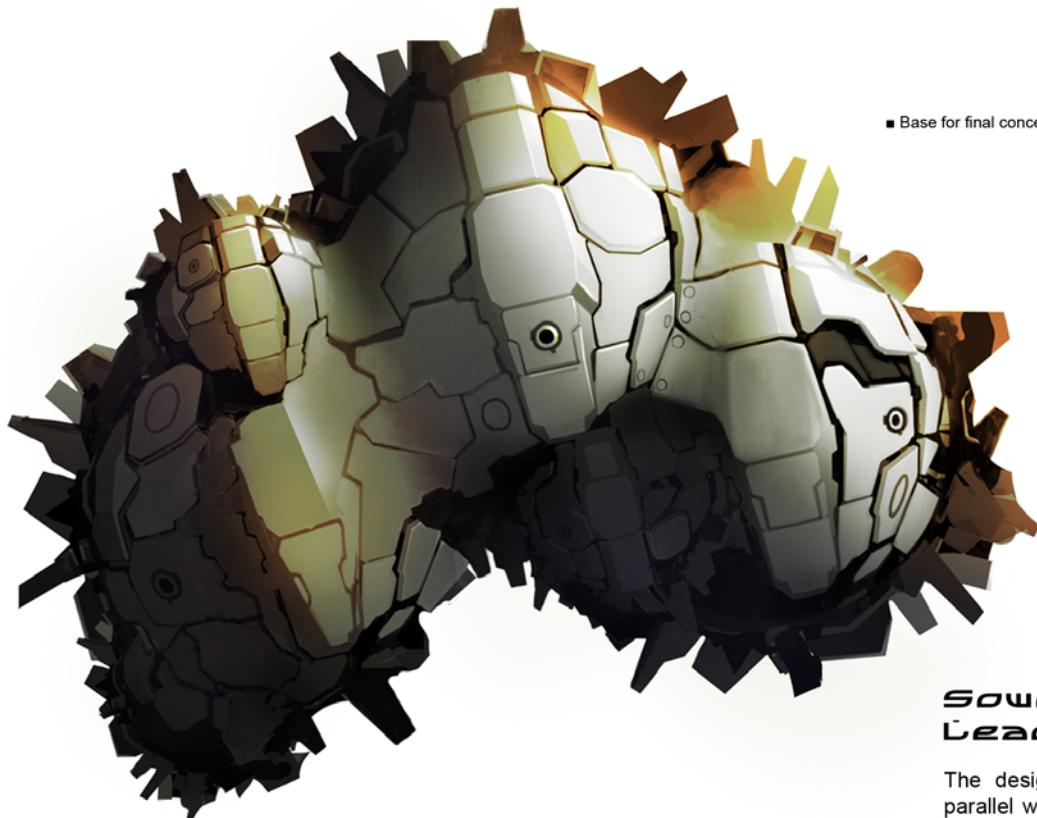
We settled on the idea of a single, roughly spherical 'unit' that was capable of independent action -- digging, building, installing -- but that could join together to form larger units for more complex or heavier jobs. A lot of concept work was done to work out different versions of this basic idea, and at the end we're very happy with it.

A Sower can look like a war robot, an insect builder, an engineer, or any other role that you choose to give it with a few extensions, all while guarding the central, spherical shape.

■ Sower-as-worker:
Less threatening limbs make
the Sower look like a
"worker bee."



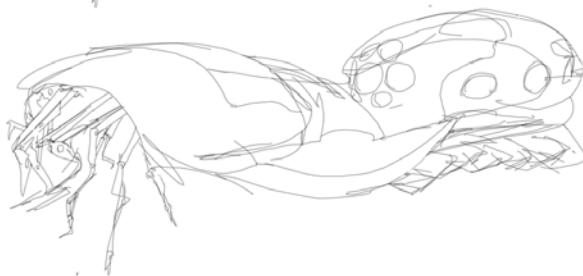
■ Base for final concept version of Sower Leader



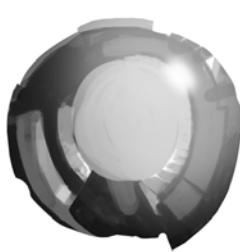
Sowers Leader

The designs for the leader evolved in parallel with the basic Sower design. We wondered if it should simply be larger, or have different colored highlights, or a few additional protrusions.

What finally made the most artistic and narrative logic was to present the leader as a seamless fusion of three Sowers; a sort of uber-Sower who looked like the Great (Project) Leader rather than a more powerful warrior.



■ At the start of the concept work, Sower weren't dissociable from her ships



Sowers Faces

Once we had the basic spherical design down, the next question was what to do with the shape. These are some of the ideas, ranging from a super-modern high tech style to more rugged, utilitarian styles. We decided to go with the utilitarian look, figuring that it tied in much better to the Sower origins and their Calling.

R4m4n Builder.v111

Adapt or die is not merely a biological rule, it is equally true of technology. Builder.v111 understood this early, and continually sought new and better ways to execute its tasks. From more efficient parallelization of tasks to the use of upgraded materials, adapting and changing has been the story of its existence. Once enhanced through Dust, Builder.v111 turned her optical receptors to the stars themselves. It now seeks new places, new things, and new ideas that can further improve its ability to adapt.



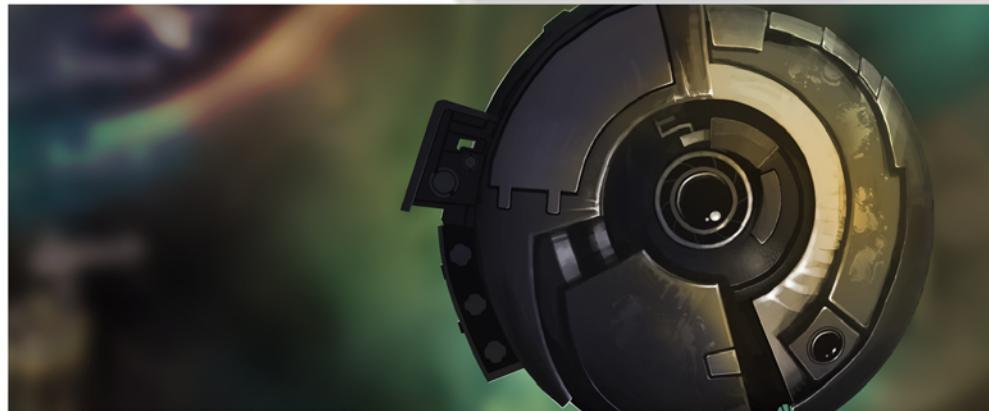
Br4hm4g Bastion.v71

Nicknamed "Mastermind" due to its dust-enhanced abilities, Bastion.v71 became famous for organizing the building of a railroad through quicksand during a hurricane with only scrap metal and vines as raw materials. It was completed ahead of schedule.



C43s4r Drone.v35

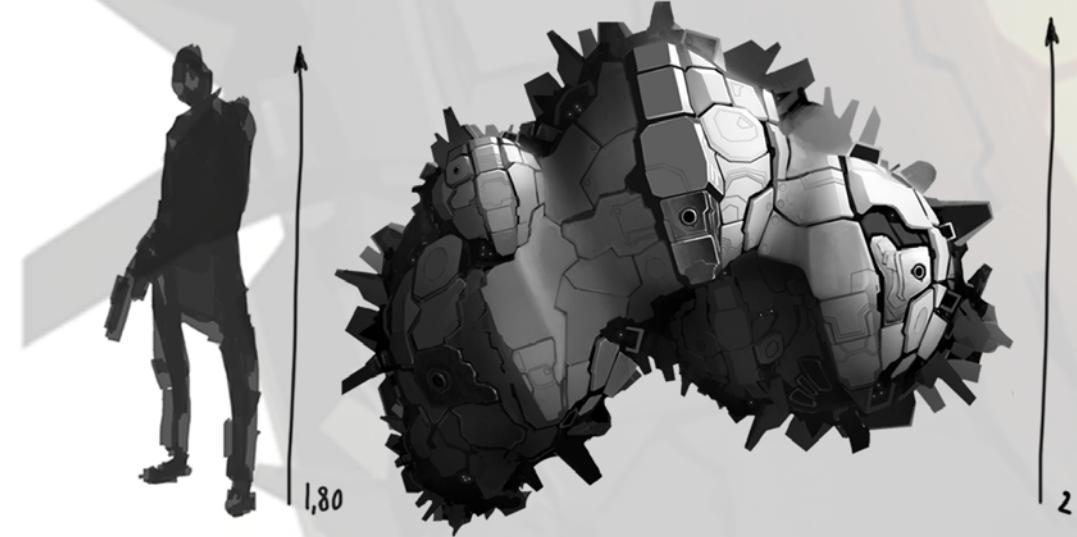
Drone.v35 is considered a fluke by its Sower counterparts; though an efficient co-worker it is unusually adapted to and eager for combat. The reproduction process that creates Sowers is strict and the quality high, but even in this case quantum fluctuations can have surprising results.



Archim3d3s Purger.v83

While most of the Sower machines have simple interest in the mechanics of the job, Purger.v83 was fascinated by what went on behind, beneath, and inside of the cities they built or the ones they discovered. Made curious by Dust and seeking further understanding, Purger.v83 has made a profession of studying the materials and mechanics within all cultures.

Sowers Size chart





The Pirates

SPACESHIPS



The causes of piracy are quite simple: goods that can be traded and a lack of law enforcement. Pirates and brigands are an almost universal plague, for there are always those who are better at theft than they are at craft. The galaxy of Endless Space is no different; it is a place full of wealth and riches. Here as well there are those who would rather take what has already been created than try to do the hard work themselves.

While military expeditions generally destroy bands of pirates or raiders before they become too powerful, recently in this galaxy a syndicate of pirate-traders has grown sufficiently large and wealthy to constitute a serious threat to any empire. This group of organized families, that has nicknamed itself the ABC (the Autonomous Bastards' Collective), has expanded to the point where many smaller systems find it easier to trade or pay protection than to fight. The ABC has started to become a force unto itself, with sufficient resources to run shipyards and trade routes.

While the pirates had been careful to choose weak targets and coordinate their actions, under a group of brothers they have been growing out of control. Different sub-factions loyal to different brothers have sprung up, each claiming legitimacy and each trying to prove its power by amassing more wealth through the use of increasingly dubious tactics.

It has come to the point where entire fleets of ABC-captured ships are beginning to roam the galaxy, taking whatever they can to prepare for the upcoming succession war within the collective.



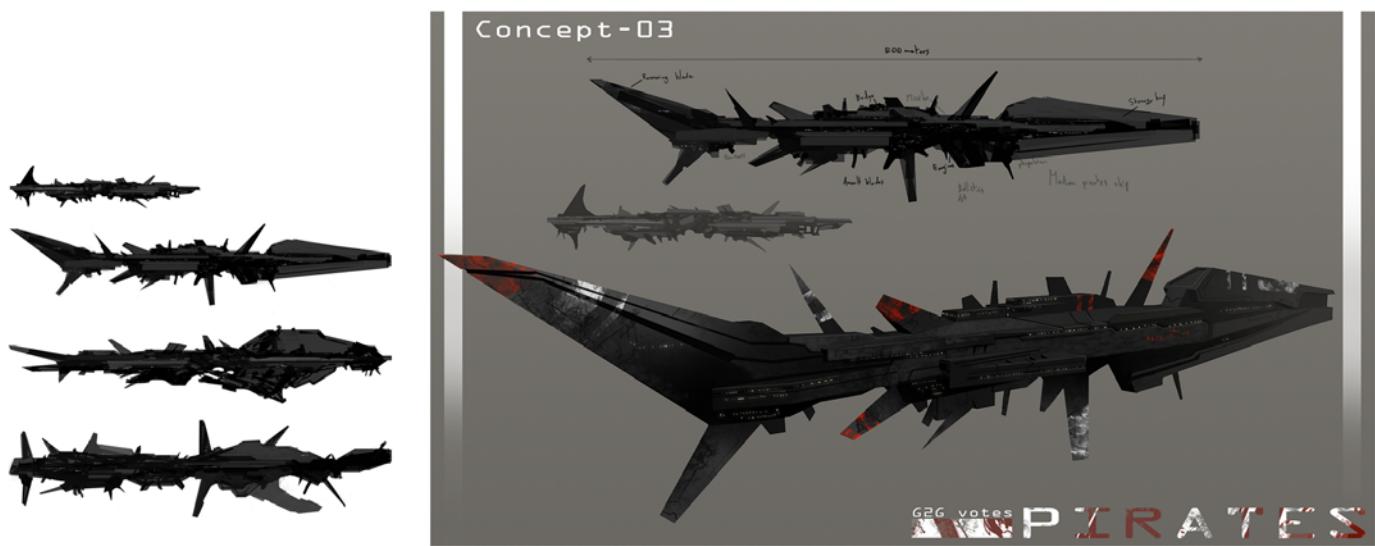
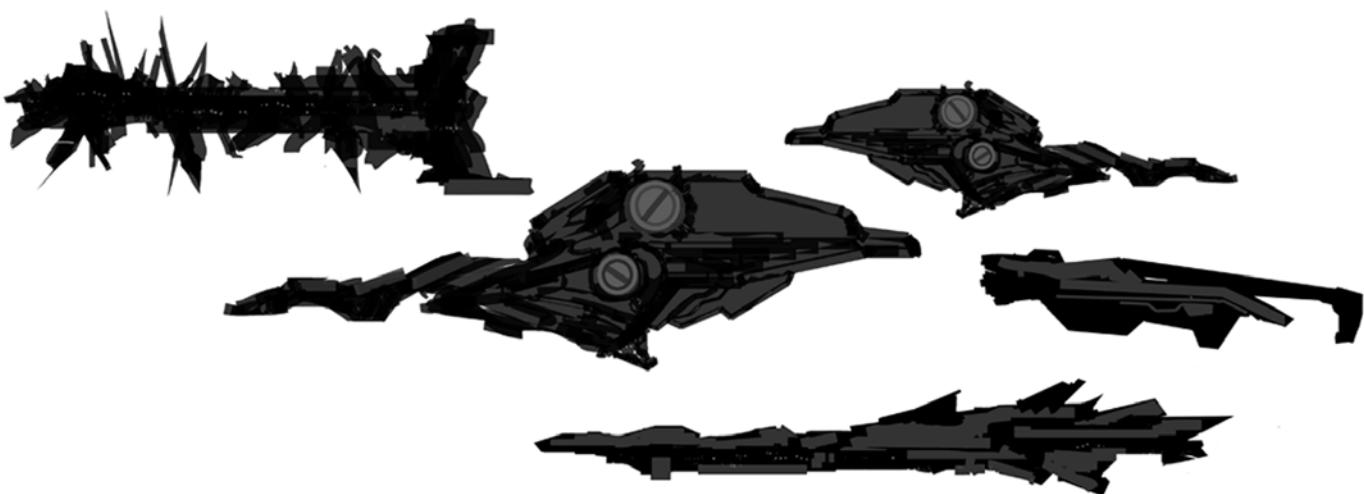
The Pirates

RESEARCH/DESIGNS

Battleships



■ When we decided to come up with a Pirate faction (non-playable), we gave the community a choice of three different backgrounds -- Alien slavers, religious fanatics, or career criminals. It was put to a community G2G vote, and the winner was the criminals.





■ Grand Master Oreïd Stvelov, current leader of the Sheredyn Order, in formal battle armor

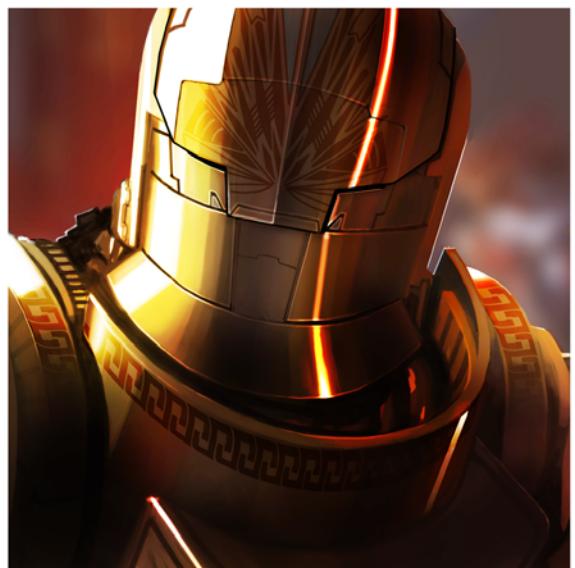
The Sheredyn were the first and are arguably the most famous military order within the United Empire. Founded at the request of Nykolay II "Steel Eyes" Hyvel a few decades after the creation of the Empire, the Sheredyn were originally an elite group of guards charged with the personal security of the emperor and his family. With their members recruited from all services of the imperial military, the Sheredyn evolved from personal security work into air and sea operations as well.

As time and technology advanced, the Sheredyn advanced with them. While they retained the red-on-gold color codes of the original unit, these colors that were first painted on shields or woven into cloaks were over time sprayed onto vehicles, etched onto aircraft, and, finally, laid as substrate on the hulls of space vessels.

Sheredyn training kept pace with their changing society and its technologies. They recruited the finest, trained them the hardest, and rewarded them the best. Many other, similar units were developed; barons, dukes, and corporations made numerous attempts to create copycat elite units with varying degrees of success. These units have, over the history of the empire, come into direct conflict with the Sheredyn. But the record remains at 43-0-1 for the Sheredyn, whose ability to survive and succeed has given them an almost mystical aura of power.

The Sheredyn stand at a changing point in their history, however, for the accession of Maximilian Zelevas to the throne was done with their tacit approval. This was an unexpected shift in the traditional stance of the organization, which had always pledged loyalty to the emperor regardless of questions of "right" or "wrong". The Sheredyn are now taking over corporations, developing independent colonies, and creating their own transport and logistics networks.

Some say the Sheredyn, unhappy with the money politics of the empire, are planning long-term to replace it...



The Sheredyns

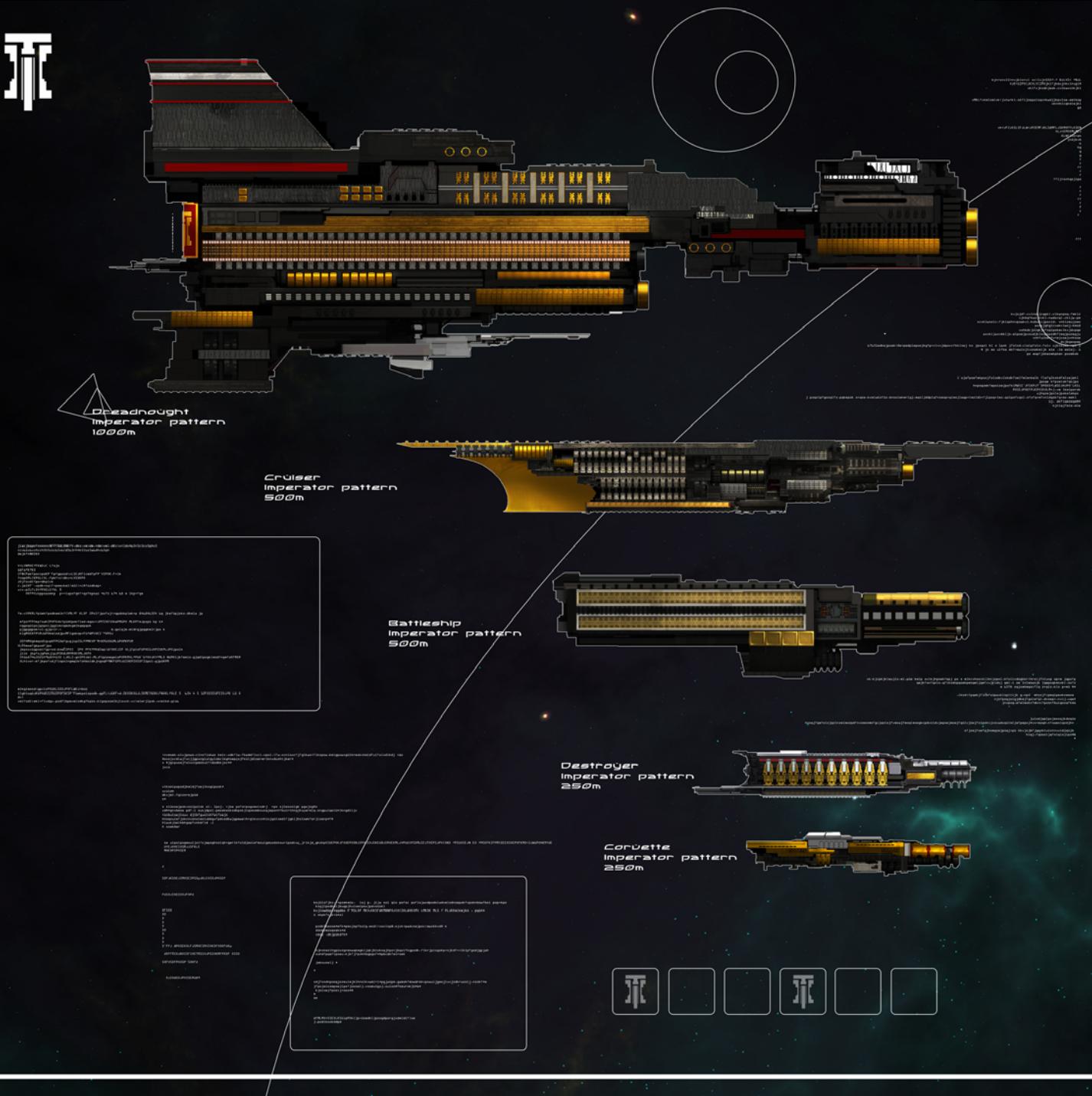
CHARACTERS AND SPACESHIPS

The Sheredyns

RESEARCH/DESIGNS

Battleships

UE ship design Imperator patterns

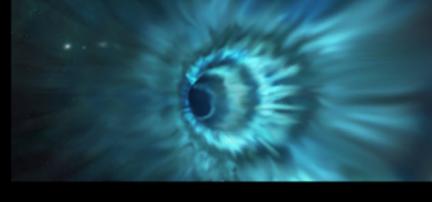
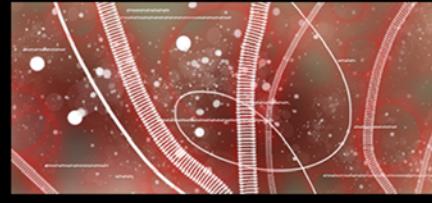
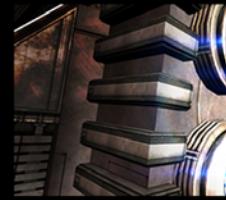
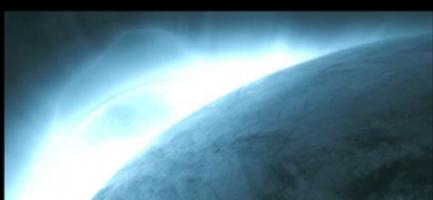


■ UE ship design Imperator blueprints with Sheredyn colors





■ A Sheredyn platoon escorts the emperor, who is traveling incognito in a Sheredyn vessel









AMPLITUDE studios

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Creative Director: Romain DE WAUBERT DE GENLIS

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Game Designer: Maxence VOLEAU
Battle and Cutscene Director: Bertrand LE CABEC
User Interface Designer: Laurent HERBET (FIGS)

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Technical Director: Eric AUDINET

Programmer: Florian BRULHART
Programmer: Kévin FAURE
Programmer: Adrien ALLARD
Programmer: Rémi DUCHER
Programmer: Florian DERUDDER
Additional Programmer: Mathieu GIRARD

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Lead Artist: Mathias GREGOIRE
Lead Artist: Arnaud BARBIER

2D/3D Artist: Ronan BERLESE
2D Artist: Christopher ANRY
Senior 3D Artist: Jean-Olivier FERRER
Additional 3D Artist: Charles GRIEVELDING

Communication
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Community Developer: Stéphanie YATH

With the participation of the FAJV - Centre national du cinéma et de l'image animée
and Ministère de l'Economie, des Finances et de l'Industrie

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Sound Designer: Benjamin MICHENAUD
Voice Recording Engineer: Vincent DUPUIS
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Trailer Artist: Thomas BRUNAUX

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QC Tester: Andrei Daniel MOROIU
QC Tester: Bogdan Valentin BALAN
QC Tester: Cosmin MIHAI
QC Tester: Laura SAVU

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Co-founder Designer: Laurent HERBET
Co-founder Designer: Olivier CORNET
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- Amplitude Studios dedicates this art book to the community that made it possible. Thanks to all of you for supporting us, encouraging us, and sometimes just putting up with us...
- In memoriam
We would also like to dedicate this work to Giuseppe Severino, whose work brought life to many of our ships and in particular the Hissho faction. His talent and vision will be missed.



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